

A COMPUTER ASSISTED GAME FOR  
TRAINING ARMY CORPS COMMUNICATORS

by

Alexander Joseph Fox



# United States Naval Postgraduate School



## THESIS

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FOR  
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April 1970

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A Computer Assisted Game  
For  
Training Army Corps Communicators

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Submitted in partial fulfillment of the  
requirements for the degree of

MASTER OF SCIENCE IN OPERATIONS RESEARCH

from the

NAVAL POSTGRADUATE SCHOOL  
April 1970

## ABSTRACT

This thesis presents a computer assisted game, based on a current map board exercise at the U. S. Army Signal Center and School, designed to train army officers in the capabilities, organization, and deployment techniques of the Corps Signal Battalion. A team of players using the game direct a simulated signal battalion in a European tactical environment experiencing equipment failures, vehicle failures, and site attacks. The decisions made by the players are similar to those in combat and are entered by means of a remote computer terminal. These decisions include installing and deleting communications systems, connecting and disconnecting equipment, moving vehicles, and establishing communications sites. The computer, acting in the roles of battalion communications personnel, nature, and the enemy, informs the players of its actions by means of the same terminal.

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## I. INTRODUCTION

An army corps is a tactical organization larger than a division and smaller than a field army. It consists of a tactical headquarters capable of controlling from two to seven divisions and auxiliary arms and services. The actual number and type of divisions assigned to a given corps is tailored to accomplish a specific mission and will vary significantly with the mission. The administrative and logistical support provided by the corps is minimal with primary responsibility for these tasks assigned to the field army and divisions.

One factor necessary for efficient operation of a corps is an effective tactical communications system. The basic requirement of this system is the support of the units combat operations. To satisfy this requirement the system must provide rapid, reliable, secure interchange of information and orders within and between echelons of the headquarters it serves and to major subordinate units. The size of the corps organization requires that the communications system be large and complex - involving many different types of equipment located throughout the corps area of operations.

The communications are provided for a corps by both an organic signal battalion and field army signal personnel. The Command Communications System, a system linking only major corps and subordinate headquarters, is provided by the Corps Signal Battalion. Field army signal personnel provide an Area Communications System which serves both as a backup to the Command System and a means for providing communications for units not served by the other system.

The size and complexity of the communications needed to support a corps requires highly trained signal corps personnel to plan and operate the communications systems. Providing these personnel is a continuous problem due to frequent assignment changes, limited training time and funds, and the need for diversity in assignment for signal corps officer. At the present time instruction in corps communications doctrine and techniques is given primarily in a number of signal corps Military Occupational Speciality (MOS) courses and the Signal Officer Advanced Course. In this instruction the capabilities and limitations of the equipment available are discussed as well as the standard techniques of employment. In the Signal Officer Advanced Course considerable time is spent with a map board exercise in an effort to play a tactical scenario which introduces, and presents proposed solutions to, some of the problem areas encountered in the field.

The optimal method of training officers in corps communications is achieved by field exercises in which the student actually participates in a dynamic training exercise and experiences first hand the problems which arise. Unfortunately this method is not practical when the large number of officers to be trained is considered. Field exercises are time consuming, extremely expensive, and are capable of training only a small number of officers with each exercise.

Map board exercises on the other hand take less time, are relatively cheap, and by training many table groups at one time are able to accommodate a sizable number of officers. There are many problems, however, associated with map board exercises. Typically, requirement or problem sheets are distributed to a large number of table groups and the groups are then given enough time to arrive at solutions. When the group



solutions are formulated the instructor presents the "school solution" and the groups compare their results to it. Unfortunately the requirements usually have many acceptable solutions and the group differing from the school solution is frequently unsure of the merits of its result. Since the exercise usually proceeds at the pace of the slowest table there is considerable wasted time. Complex interrelationships present in operational units and field exercises are impossible due to the manual book-keeping that would be required. As a result of the relatively simple, clean problems necessary for this type of teaching one or two members of the group typically perform the bulk of the work leaving the other two or three members little to do resulting in little benefit to them.

The purpose of this thesis is to present a computer assisted game for use as a teaching vehicle to supplement and partially replace current map board exercises used in corps communications instruction. The game allows the players to simulate the deployment and operation of a Corps Signal Battalion in a tactical scenario facing problems similar to those in a combat operation. The use of the computer allows a dynamic, realistic approach to learning which includes equipment failures, vehicle movement, sites attacks, and detail in scenario and player response not possible in manual map board exercises. Wasted time is drastically reduced since the game proceeds at the pace of the single group using it.

Although the program was developed primarily for use as a teaching vehicle it might also be used for evaluating new corps communications techniques and proposed changes in doctrine. By employing the game a large number of times using the proposed change in doctrine a representative outcome may be obtained and this outcome compared to that using current doctrine. The sensitivity of various proposed doctrines to changes in the level of conflict may also be examined by changing internally stored parameters.

The game was constructed in a general form to allow it to be easily converted to signal units other than the Corps Signal Battalion (e.g., Division Signal Battalion, Airborne Corps Signal Battalion). Other possible applications are varied and include such diverse areas as power transmission and transportation problems. Other applications are covered in more detail in a later section of this thesis.

## II. DESCRIPTION OF THE GAME

### A. GENERAL

The computer assisted game developed for this thesis allows a group of four to seven students playing it, under the supervision of an instructor, to act as planners and operational decision makers for a Corps Signal Battalion area of operations in a hypothetical Western European campaign. The scenario used in the game is the same as one currently being employed in the Signal Officer Advanced Course at Ft. Monmouth, New Jersey and is considered mid-intensity. A description of the tactical scenario used is included in Appendix B.

It is assumed in this section that the reader is familiar to some extent with the organization and employment of the Corps Signal Battalion. A short description of the Corps Signal Battalion is given in Appendix A and more detailed information is available in References 2 to 4 of the Bibliography.

During the course of the game the computer plays three different roles - signal battalion personnel, nature, and the enemy. It acts as signal battalion personnel when it implements the instructions given to it by the players. It performs the role of nature when it introduces equipment failures based on the actual failure distributions of the individual items of equipment. Finally it simulates the enemy when it introduces site attacks and subsequent equipment damage.

The team of players, on the other hand, attempt to make optimal use of the equipment organic to the Corps Signal Battalion by intelligent initial equipment placement and equipment change commands during play.

Placement and changes made by the players are similar to those encountered by a signal battalion in the field. All computer introduced actions are reported to the players by messages typed on a remote teletype terminal attached to the computer. Likewise player commands are transmitted to the computer by means of the same terminal.

The play of the game is divided into two phases - a setup phase and a free play phase. The following sections describe each of these phases in some detail.

## B. SETUP PHASE

In the setup phase the players study the tactical scenario, which is basically a corps in the defense preparing for resumption of the attack, and choose locations for the communications sites and major items of communications equipment. They then order communications installed between the sites.

### 1. Site Input

The players choice of site locations is based primarily upon the location of the major corps and subordinate headquarters they must provide communications for and the terrain of the area of operation. They must choose the site location close enough to the supported headquarters to be able to provide communications for them but the location must also have radio line-of-sight if certain communications equipment is to be used.

When players enter each site location with its grid coordinates the computer compares the location to that of the major corps and subordinate headquarters. If the site is sufficiently close to a headquarters to provide communications support it is automatically assigned



as a site supporting that headquarters. If it is not sufficiently close to a major headquarters it is classified as a radio relay site.

Because of the different equipment types usually employed at corps main, alternate, and artillery headquarters a greater distance is allowed between these sites and supported headquarters. A maximum of thirty sites may be located.

## 2. Systems Input

Once the communications sites are located the players order communications systems established between them. Three types of systems are possible - multichannel cable, radio relay, and high frequency. Each multichannel cable and radio relay system is capable of transmitting twelve voice circuits while the high frequency systems transmit only one per system. The number and type of systems between the sites is determined by communications doctrine, player judgement, terrain, and equipment limitations.

## 3. Communication Vehicle and Generator Placement

In order to provide communications equipment to establish the systems which have been ordered installed the players next distribute the communications vehicles and generators organic to the battalion among the sites in the corps area. This placement includes vehicles used for backup as well as those needed for system installation.

Four types of communications vehicles are located in addition to generators:

- |     |            |                                |
|-----|------------|--------------------------------|
| (1) | AN/MRC-103 | (Radio Repeater)               |
| (2) | AN/MRC-102 | (Radio Terminal)               |
| (3) | AN/MCC-6   | (Telegraph-Telephone Terminal) |
| (4) | AN/GRC-26  | (Radio Terminal)               |

When this data is entered the computer has enough information to assign individual radios and multiplexers to the systems ordered

installed. Since the communications planner in the field who is concerned with the overall corps communications picture normally does not determine which of the individual items of equipment in the vehicles are used on particular systems (this is left to site operating personnel) the game does not require this detailed information. In assigning equipment to systems the game uses the same logic a site operator would use as to choice of vehicle type, number of spare pieces of equipment for each vehicle, etc. The Program Construction section of this thesis discusses the equipment assignment procedure in more detail. If the players did not place enough equipment at a site to establish the ordered systems a message is printed at the terminal informing them of the site number where the problem occurred and the system type. All equipment is considered operational for the setup phase of the game.

Upon completion of the setup phase a master table of equipment placement and systems for each site is printed as well as a table giving generator location and status. Since these tables are lengthy they are printed offline on a high speed printer. Appendix D gives a typical printout of these tables for a sample equipment placement.

### C. FREE PLAY PHASE

When the initial input is entered by the players and the detailed assignment and checks are performed by the computer the game enters the free play phase. In this phase the players react to a simulated campaign by experiencing problems and making decisions similar to those in the field. The computer acting as nature and the enemy introduces communications equipment failures, vehicle failures, repairs of failed items, and site attacks resulting in damaged or destroyed equipment. The players respond

to the computer introduced messages by disconnecting and connecting equipment on systems, deleting old systems and installing new ones, moving vehicles, and establishing new sites.

#### 1. Computer Introduced Actions

The players are notified of all computer introduced actions by messages printed at the teletype terminal. A brief description of these actions follows in this section with more detailed information available in the Program Construction Section.

##### a. Communications Equipment Failures

Communications equipment failures occur on the major items of communications equipment located throughout the battalion. These include radio AN/GRC-50, radio AN/GRC-26, and multiplex AN/TCC-7. Times to failure for each item of communications equipment above is assumed to be distributed with a truncated normal failure distribution.

During the setup phase each piece of communications equipment is assigned a number of minutes of operation until its first failure. When this time is reached the equipment fails and the players are notified. Only equipment which is connected to a system is allowed to fail since it is assumed that all others are on standby. Likewise the number of minutes until failure for a piece of communications equipment is strictly minutes connected to a system.

Although it is assumed that all equipment is operational when the game enters the Free Play Phase it is not assumed that all equipment is newly repaired. To allow for this the first failure times are sampled from an approximation of the equilibrium distribution of the truncated normal failure distribution associated with the item. Subsequent failure times for the same item are sampled from the truncated normal failure distribution itself.

When the equipment fails the system to which it is connected must become non-operational if it was operational prior to the failure. If the equipment causes a system failure the players are notified of this event by a message.

Since a signal battalion in the field has the means to repair most failed items of equipment provision was made in the program for repair. As soon as an item fails a time for repair is determined by taking a sample from a truncated normal repair time distribution for the appropriate type of equipment. This actual time for repair provides a basis for providing the players with an estimated time of repair. By using the actual repair time as the mean of another distribution the player is provided with a printed estimate.

b. Communications Equipment Repair

Communication equipment repairs occur on the same items of communications equipment as failures. When the time for repair, determined when the item failed, has elapsed the players are notified that the equipment is again operational. If the equipment is still connected to a communications system the system is checked to determine if it can now become operational. If it can the student is notified that the system is working.

c. Generator Failure and Repair

Generator failure times are computed in a manner similar to communications equipment failures. Since generators are assigned to sites and not to specific systems, however, all generators are assumed used and subject to failure. As in communication equipment failures a repair time is established and the players are provided with an estimate of this time. Similarly, when the generator is repaired the players are notified of the event.



#### d. Vehicle Failure

The four types of vehicles placed in the Setup Phase are allowed to fail in the Free Play Phase. A failure for a vehicle implies that a mechanical breakdown has occurred and it is assumed that these happen only during transit.

A failure time (in km of road distance traveled until scheduled failure) is generated for each of the vehicles during the Setup Phase of the game from the equilibrium distribution associated with each vehicle type. A truncated normal distribution is again assumed to be the failure distribution of the vehicle type. The second and subsequent failure times for a vehicle are sampled directly from the assumed truncated normal distribution.

When a failure occurs a time until repair (in minutes) is calculated from a repair distribution and the vehicle is considered repaired after this amount of time has elapsed. An estimate of the time for repair is provided for the players when the vehicle failure message is printed.

#### e. Vehicle Repair

Vehicle repairs are effected for failed vehicles when the time for repair described above has elapsed. When a vehicle is again made operational the players are notified and the vehicle continues its simulated trip to the ordered destination.

#### f. Site Attack

Signal sites are an effective command and control instrument of the corps commander and are often isolated from major combat units. As such they are frequent targets for enemy attacks and when this occurs equipment is usually damaged or destroyed causing systems at the site to become non-operational and vehicles unable to move.

In the game signal sites are divided into three categories: (1) low risk, (2) medium risk, and (3) high risk. The low risk category contains corps main, alternate, and artillery and is designated as low risk because of the sites proximity to major headquarters. Medium risk sites include all others except radio relay sites which are high risk because of their isolation.

During the Setup Phase of the game a time is established for an attack on each site by sampling a uniform distribution associated with the risk category of the site. When sufficient play time has elapsed for the attack players receive a message that the attack has occurred.

Associated with each risk category is a probability  $p$  that a vehicle or piece of communications equipment has been damaged upon attack. Each vehicle and piece of communications equipment subject to failure is inspected and if operational caused to fail with probability  $p$ . The value of  $p$  associated with low risk sites is the smallest due both to the amount of equipment located there and the speed with which assistance can be expected. High risk sites, on the other hand, have the largest value of  $p$  because of their isolation.

The players are notified of any equipment failures due to the attack and these failures are handled identically as those described in sections a through e above.

## 2. Player Initiated Actions

Since the computer, playing the roles of nature and the enemy, is periodically changing the status of the communications network installed by the simulated battalion provision has been made to allow the players to react to these changes. By typing desired changes on the remote

teletype the players are able to take corrective action similar to that required in actual combat. The player initiated actions, described briefly below, are discussed in more detail in the Program Construction Section.

Players are provided the option of issuing commands when either thirty minutes of play has elapsed since their last opportunity or after a computer introduced action has occurred - whichever happens first. At these times the players are allowed to introduce as many commands as they desire.

a. Remove Communications Equipment from System

The players are allowed to remove the three types of communications equipment discussed above from communications systems. They do this by specifying the type of equipment, the site number, the system number, and the type of system when necessary. Since it takes little time to disconnect an actual piece of communications equipment from a system the disconnect is accomplished immediately by the computer. If the removal of this piece of equipment makes the system inoperative the players are notified by a printed message. If the command cannot be accomplished, possibly because no system exists at the site with the specified system number or the equipment has already been disconnected, the players receive a message to that effect.

b. Install Communications Equipment on System

The same three types of communications equipment which can be removed from systems may also be installed on systems. The players accomplish this by specifying the equipment type, site number, system number, system type, and vehicle number for the installation. Since installation of communications equipment is not instantaneous the computer determines the time required for installation by taking a sample from a

stored truncated normal installation time distribution. Upon receiving the installation command the players receive a reply that the installation has begun. After the installation time has elapsed the players receive another message that it has been completed. If the installation of this item is sufficient to make the system involved operational the status of the system is changed and the players are notified.

As in the removal case if the command is impossible to accomplish because of lack of equipment, no existing system, or equipment already connected the players receive a message informing them of the problem.

#### c. Remove System

The players may remove existing systems by supplying the computer with the system type, number, and sites involved. It is not necessary to remove the equipment from the system since this command also removes connected equipment. System removal is accomplished immediately upon command and the players are notified of its completion and of any communications equipment removed. Commands of this type which cannot be executed are again refused and the players notified of the reason.

#### d. Install Systems

Installation of systems is accomplished by providing the computer with the system type, number, and sites involved. Systems are installed without communications equipment and as such are non-operational. Players use the communications equipment installation command to inform the computer of the specific radios and multiplex equipment to be used. Installation is accomplished with no delay and the players are informed if the command cannot be executed due to an existing system of the same type and number between the sites involved.



e. Move Vehicles

Players may move vehicles and generators between communications sites by providing the computer with the vehicle type, location, and destination. A preliminary transit time, based on the distance between sites, is calculated by the computer upon receipt of the command. The actual transit time is computed by sampling a truncated normal distribution with the preliminary transit time used as the mean.

If the command can be executed the players receive a reply that transit has begun immediately after the command has been entered. Another message is printed when the vehicle arrives at its destination. If a vehicle failure occurs during transit the players are notified in the manner described in the vehicle failure section.

The move vehicle command is not implemented by the computer if the vehicle is not located at the site indicated, it is non-operational, if communications equipment in the vehicle is still connected to a system, or the destination site does not exist.

f. Install Site

The players install new sites by simply giving the grid coordinates of the new location and providing a site number. In a manner similar to the Setup Phase the computer determines if the site is supporting a tactical headquarters or is a radio relay site. This command is not accepted, and the players notified, if there already exists a site of the same number. Communications equipment and vehicles must be moved to the site by the vehicle movement command.

g. Information Commands

As the game progresses numerous changes are made in the deployment of, and communications provided by, the Corps Signal Battalion.

Even though it is recommended that the players maintain communications status charts on acetate covered boards to facilitate easy updating and reference it is possible for mistakes to be made.

In the event of a question concerning any or all of the sites the players may utilize information commands provided to print tables describing the current status of equipment and systems. Commands provide the option of printing at the teletype terminal that segment of the master table of equipment placement and systems involving a single site. This table provides information on all the vehicles located at the site, their operational status, the systems currently using the communications equipment in the vehicles, the status of the systems, and the deadlined equipment for the vehicles. If this information is desired on all sites it is automatically printed offline on a high speed printer. A table is also available listing the location and status of generators in the battalion.

#### D. EVALUATION OF PLAY

The game may be terminated at any time desired by issuing the game termination command. Although it would be desirable to have tables of play statistics such as system outage times, equipment deadlined times, and number and type of vehicle movements, the time available for formulating this thesis did not allow these to be included.

The primary value of the game is the insight into the problems and interrelationships present in a Corps Signal Battalion in the field. Players learn from their own mistakes and gain experience in the decisions required. Their knowledge of the capabilities and limitations of the available equipment is also reinforced.

Evaluation of the quality of student play and constructive suggestions are provided by the instructor who supervises the play of the group. By discussing key decisions and overall philosophy during and after the game the players acquire further insight into the techniques of deploying and operating the battalion.

### III. INSTRUCTIONS FOR USE OF THE PROGRAM

#### A. INPUT/OUTPUT

Input data for the setup phase of the game may be entered either manually at the remote terminal or from data on punched cards. Input for the free play phase will always be entered at the remote terminal. All data entered into the game is in integer format and with the exception of the gameword and random number entries explained below an image of the input data is typed on the terminal immediately after its entry. The image provided by the computer allows the players to check if the input data was placed in the proper fields. Whenever input data is required at the terminal a message is printed indicating the information required and X's are placed on the terminal printout indicating the exact location of the fields in which to enter it. All input is numerical and if the field provided is larger than the number to be entered the input data must be right justified in the field.

#### B. GAME PLAY

##### 1. Setup Phase

The setup phase of the game consists of game initialization, the entering of site locations, systems required, and equipment location, and the computer checks of this data.

##### a. Gameword

The first data request when starting the game is the message 'ENTER GAMEWORD'. The gameword is a two digit binary number which specifies the input/output options to be used. The players should enter the combination in Table I desired.



### First Digit

0	Setup phase data to be entered at terminal
1	Setup phase data to be entered by punched cards

### Second Digit

0	All output to be printed at terminal
1	All complete master tables and initial generator placement table to be printed offline

### Gameword Values

Table I

#### b. Random Number

When the gameword has been entered a request 'ENTER ODD RANDOM NUMBER' is typed at the terminal. Although a field of seven digits is provided any odd number of seven or less digits is acceptable. The random number is used to start the assignment of those internal parameters determined by sampling distribution functions. Using the same random number on two different plays of the game will cause the initial equipment failure times, site attack times, and vehicle failures to be the same for each game.

#### c. Site, System, and Vehicle Placement Data

Site, system, and vehicle placement data is entered after the random number and the input is the same whether entered at the terminal or by punched cards. If the data is entered at the terminal instructions and fields are printed informing the players of the information desired. The advantage of using punched cards is in the time saved for input since cards may be punched prior to actual game play and read in at the time of play. If punched cards are used a copy of how the data would have appeared if entered at the terminal is automatically printed offline for easy reference.

The data requested is divided into three sections: (1) site placement, (2) system installation, and (3) vehicle placement. For site placement first the total number of sites is entered and then the grid coordinates of the individual sites. For systems, radio-relay are entered first followed by multichannel cable and high frequency. For each of these the total number of systems of a given type is entered first followed by the system number, from site, and to site. Vehicles are entered in the order AN/MRC-102, AN/MRC-103, AN/MCC-6, AN/GRC-26, and generators. For each type the number of sites at which vehicles are to be placed is first entered followed by individual site numbers with the number of vehicles to be placed at the site.

If data is entered at the terminal the players have the option of making changes or corrections to it immediately after each block is entered. They made changes or corrections after replying affirmatively to a query by the computer after the desired block is entered.

When all data has been entered the computer prints error messages at the terminal if enough equipment has not been located to provide the systems ordered installed. A complete master table and a table of generator placement is printed at the end of the setup phase.

## 2. Free Play Phase

The free play phase is entered automatically after the setup phase. Players are given the option of entering commands after each thirty minutes of simulation time or a computer introduced action - whichever occurs first. Computer introduced actions are discussed in the Description of the Game section. The simulation day and time is printed each time the players are allowed to enter a command. If no action is desired the command '000' allows the game to proceed. If

additional information is required to execute a command the players are asked by the computer to provide it after the initial command submission. Player commands available are listed in Table II. A description of the commands is also given in the Description of the Game section.

### C. GAME TERMINATION

Termination of the game is accomplished by a player command of '999'.

Command	Description
100	Complete master table is printed
1XX	Master table segment for site XX is printed
150	Complete generator placement table is printed
201	Remove AN/GRC-50 from system
202	Remove AN/TCC-7 from system
203	Remove AN/GRC-26 from system
301	Install AN/GRC-50 on system
302	Install AN/TCC-7 on system
303	Install AN/GRC-26 on system
401	Remove cable system
402	Remove radio-relay system
403	Remove high frequency system
501	Install cable system
502	Install radio-relay system
503	Install high frequency system
601	Move AN/MRC-103
602	Move AN/MCC-6
603	Move AN/MRC-102
604	Move AN/GRC-26
605	Move generator
701	Install site

Player Commands Available in Game

TABLE II

#### IV. PROGRAM CONSTRUCTION

##### A. GENERAL

The computer assisted game presented in this thesis employs the next-event simulation construction technique discussed in detail in reference (1). Although the game was written in FORTRAN IV many of the more powerful commands available were not used in order to simplify the task of transferring the program to other computers having only a modified FORTRAN II capability. The program was constructed using an IBM 360-67 computer with a time sharing system.

Little effort was made to reduce the computation times involved in the program since this occupies only a small fraction of the total play time. Most of the play time is consumed by the players analyzing the tactical environment and choosing their course of action. Complex constructions were avoided and some redundancy was allowed in order to make the program logic clear enough to allow future additions and changes by users of the game. Numerous comment cards were also inserted for this purpose.

##### B. OVERVIEW OF CONSTRUCTION

Four types of simulation units are used in the program: (1) communications vehicles, (2) communications equipment, (3) communications systems, and (4) communications sites. The simulation units are integer variables, each representing a single piece of equipment, a system, or a site. They are made up of packed numbers which completely describe the state of all simulated equipment and systems. Table III provides a summary of the simulation units and array names.



Description	State Variable	Designation	Array Name
Radio Site	Unit supporting XX XXXXXX location	N/A	LOCSIT
Radio and Cable Systems	op/non-op flag to X XX XX X from system number	Radio Relay	IRRSYS
		High Freq.	IHFSYS
		Cable	ICBSYS
Communications Vehicles	transit flag op/non-op flag XXXX XX X X km until site next at failure	AN/MRC-102	IM102
		AN/MRC-103	IM103
		AN/MCC-6	IMCC6
		AN/GRC-26	IV26
		Generator	IGEN
Radio and Multiplex Equipment	op/non-op veh flag type X XX XXX X X veh / sys # / type sys # to site #	AN/GRC-26	IGRC26
		AN/GRC-50	IGRC50
		AN/TCC-7	ITCC7

#### Vehicle Type

- 1 - AN/MRC-102
- 2 - AN/MRC-103
- 3 - AN/MCC-6
- 4 - AN/GRC-26

#### System Type

- 1 - Cable
- 2 - Radio Relay
- 3 - High Freq.

#### Simulation Units

TABLE III

	unit
	type
IEVCAL (I)	<u>XX</u> <u>X</u> <u>XXX</u>
	type unit
	#
JEVCAL (I)	<u>XXXXXX</u>
	time in
	minutes

#### Type

- 1 - Equipment failure
- 2 - Equipment repair
- 3 - Equipment installation complete
- 4 - Vehicle movement complete
- 5 - Vehicle breakdown
- 6 - Vehicle repair
- 7 - Site attack

#### Unit Type

- 1 - AN/GRC-50
- 2 - AN/TCC-7
- 3 - AN/GRC-26
- 4 - Generator
- 1,6 - AN/MRC-103
- 2,7 - AN/MCC-6
- 3,8 - AN/MRC-102
- 4,9 - AN/GRC-26
- 5,10 - Generator

#### Events in Future Events Table

TABLE IV

Seven types of simulation events are created internally by the computer and stored in the future events table. Simulation events are used to implement computer introduced events which may or may not be a result of past player introduced actions. Table IV provides a summary of internally created events.

### C. SUBROUTINE CONSTRUCTION

The following sections provide a short description of the main program and twenty-nine subroutines used in the program with gross flow charts included for major subroutines. A complete listing of the program is included in a later section of the thesis.

#### 1. Main Program

The main program (Figure 1) serves two primary functions. During the setup phase of the game it is a calling routine which causes data to be read, equipment assigned, and initial tables to be printed. During the free play phase it determines when computer introduced events are to be used and accepts and processes player introduced decisions.

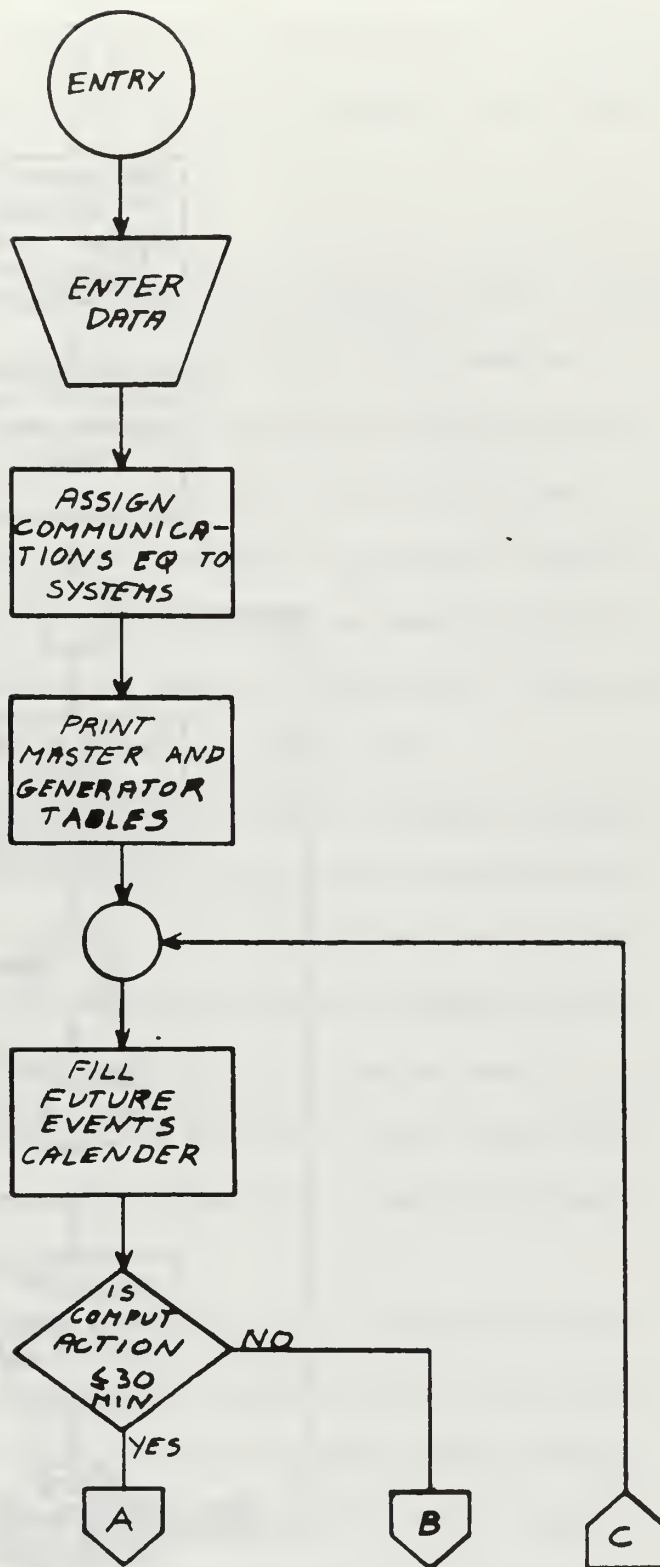
#### 2. Subroutine INPT

Subroutine INPT accepts data for the setup phase of the game either from cards or directly from the terminal. This subroutine also calls the initial failure time program discussed below (INFAIL) to determine the time of first failure for communications equipment and vehicles.

#### 3. Subroutine ASSIGN

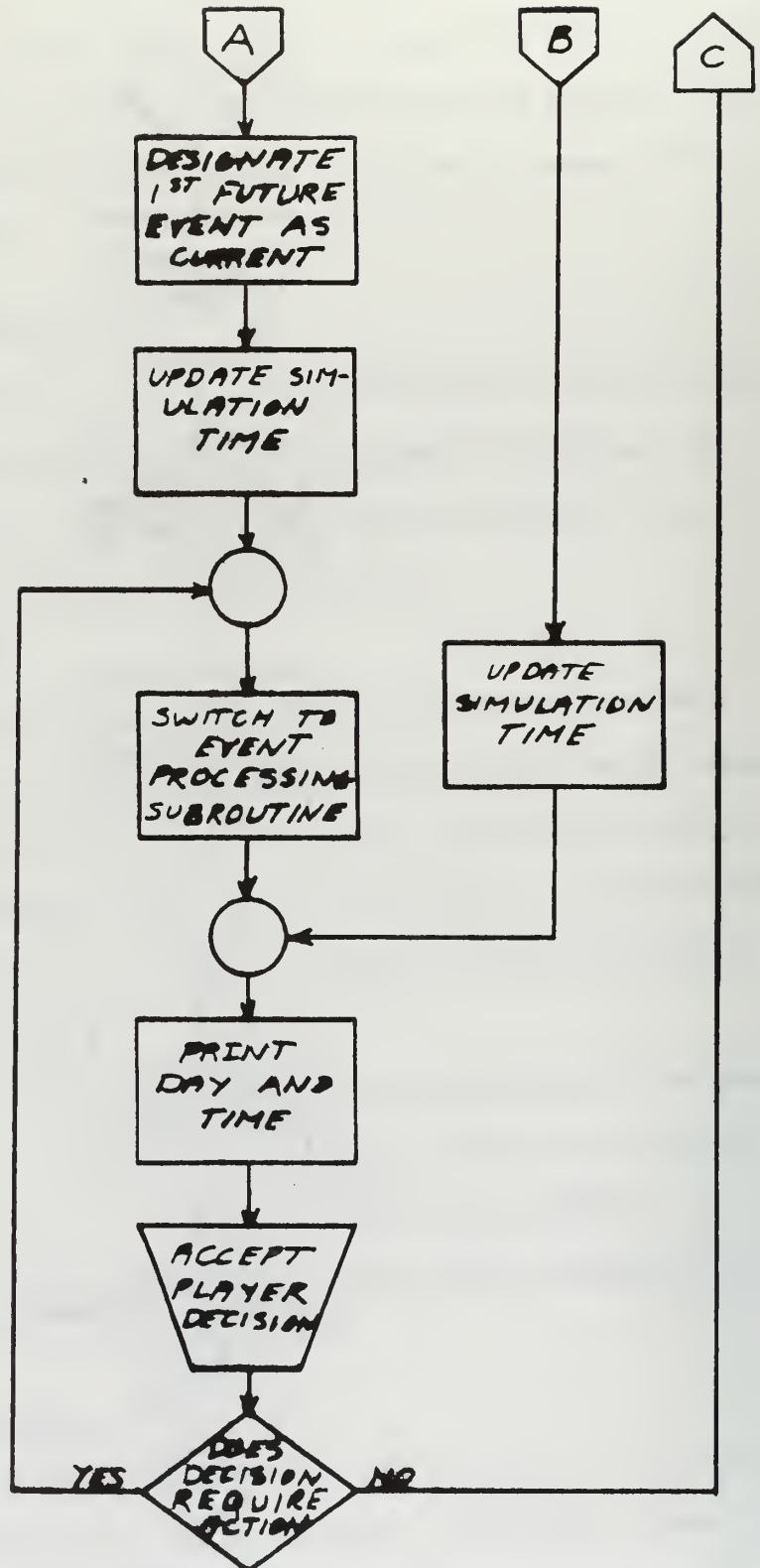
Subroutine ASSIGN first assigns radios organic to the battalion to communications vehicles for internal bookkeeping purposes and then assigns the battalion communications equipment which was placed by





MAIN PROGRAM

Figure 1



MAIN PROGRAM (Cont.)

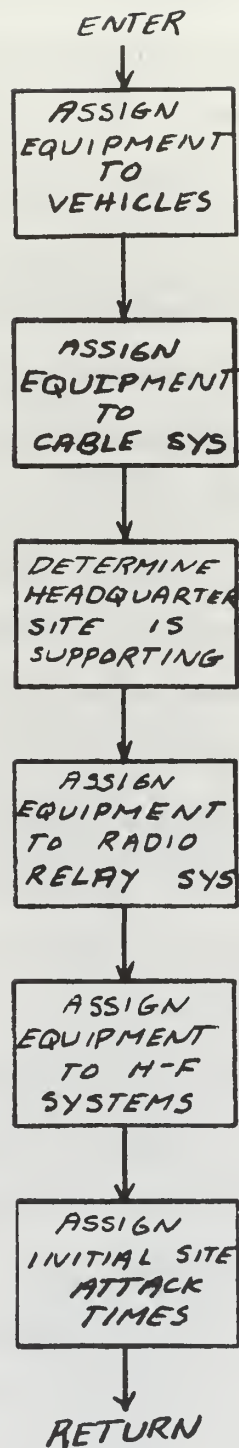
the players to the systems ordered installed. The designation of the headquarters which the sites are supporting is determined and the initial site attack times are computed. Figures 2 to 6 illustrate the construction of this subroutine.

#### 4. Subroutine INFALL

Subroutine INFALL (Figure 7) is used to assign initial failure times to both communications equipment and vehicles. The need for a separate subroutine for this task, rather than simply taking a sample from the appropriate truncated normal time to failure distribution, is the assumption that all communications equipment and vehicles have been operating for an undefined period of time and are not newly repaired. As a result of this some equipment may be close to failing while others may have been operating after repair only a very short time.

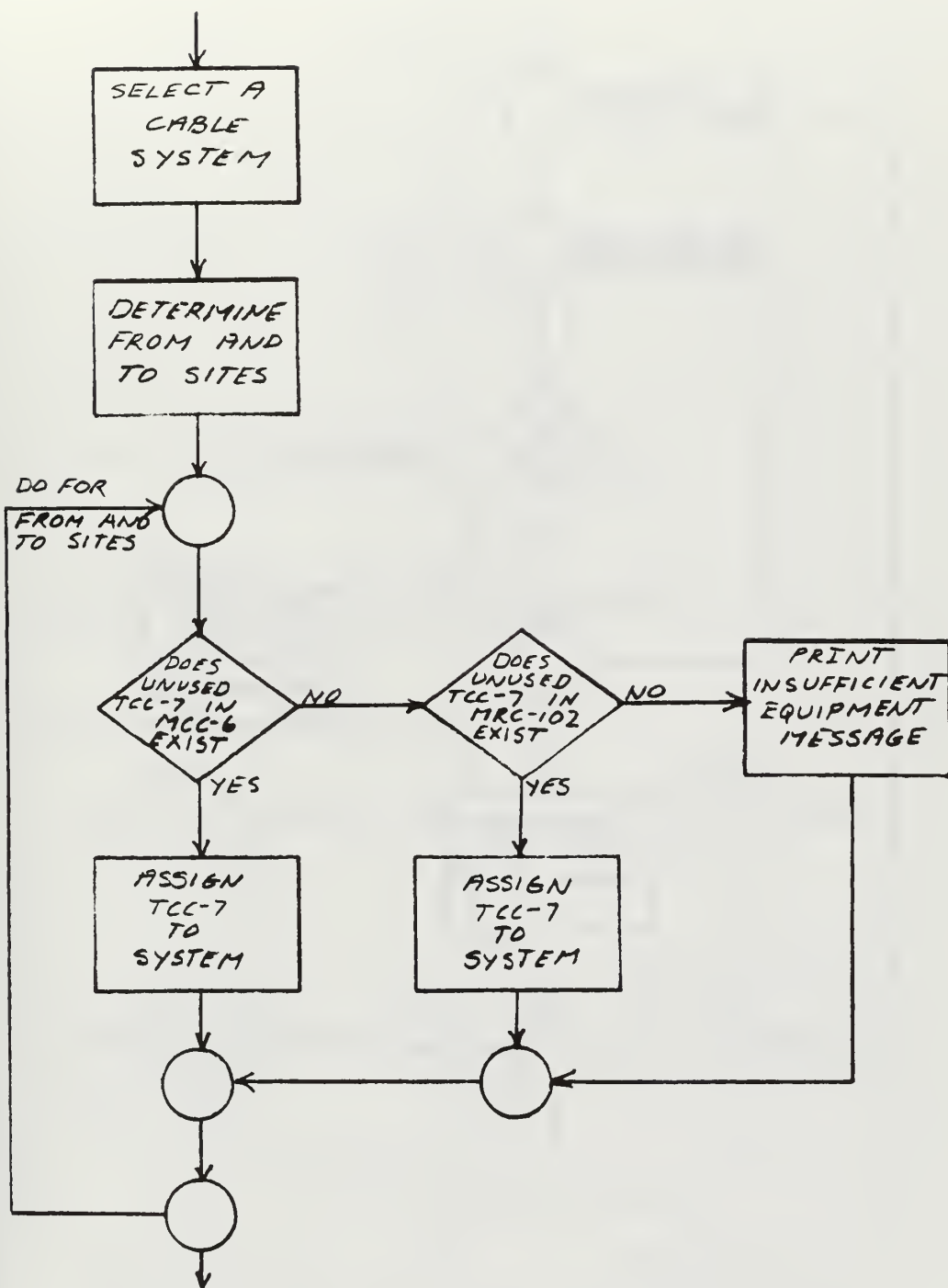
The goal of this subroutine is to provide a sample from the equilibrium distribution of the truncated normal failure distribution for an item (see Reference 8 for a discussion of renewal theory mathematics). Although a mathematical technique exists for determining the exact form of the equilibrium distribution by integrating over the tail of the failure distribution function the truncated normal distribution function, which cannot be expressed in closed form, does not produce a closed form result upon integration.

The method used in INFALL to approximate a sample from the equilibrium distribution is to choose an arbitrary time  $t$  to use as a comparison time. Samples are taken from the truncated normal failure distribution of an item and added together until their sum is equal to or greater than  $t$ . The difference between the sum and  $t$  is an approximate sample from the equilibrium distribution.



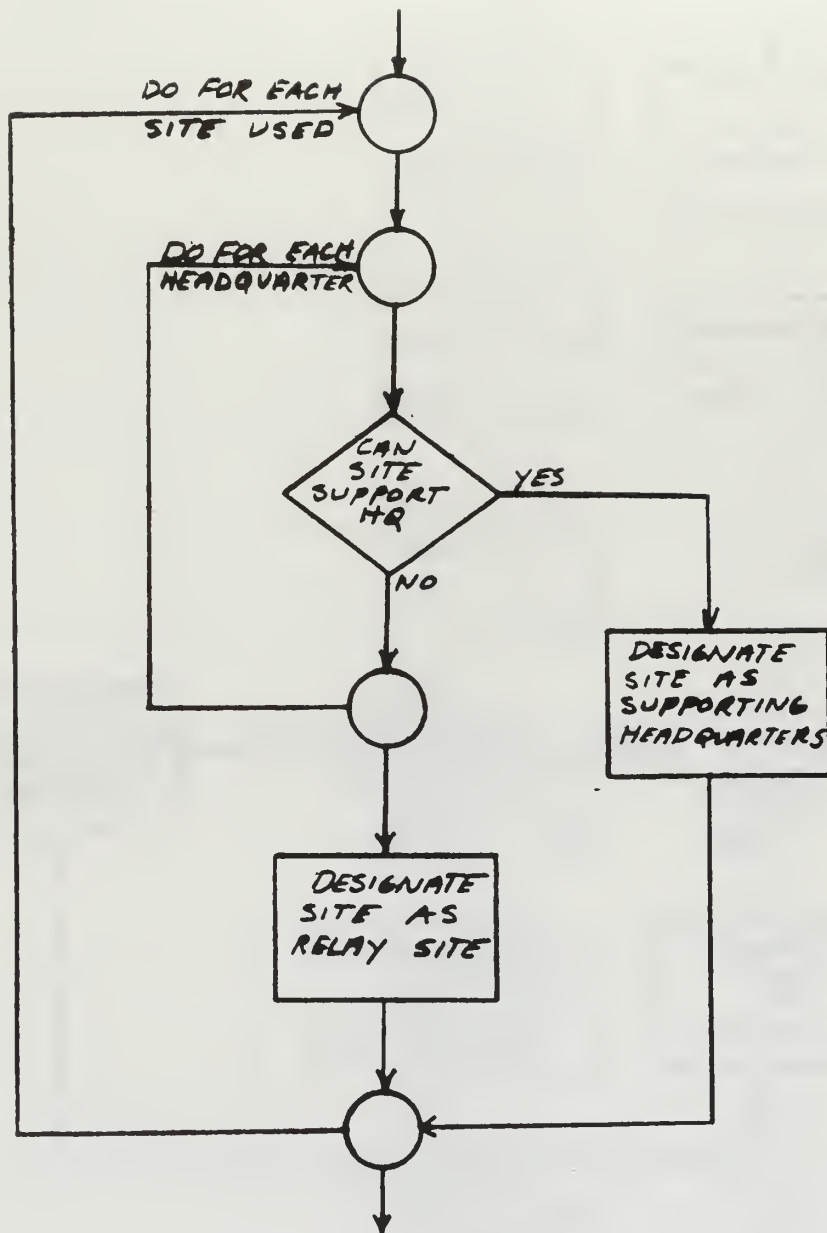
Subroutine ASSIGN

Figure 2



Cable System Assignment

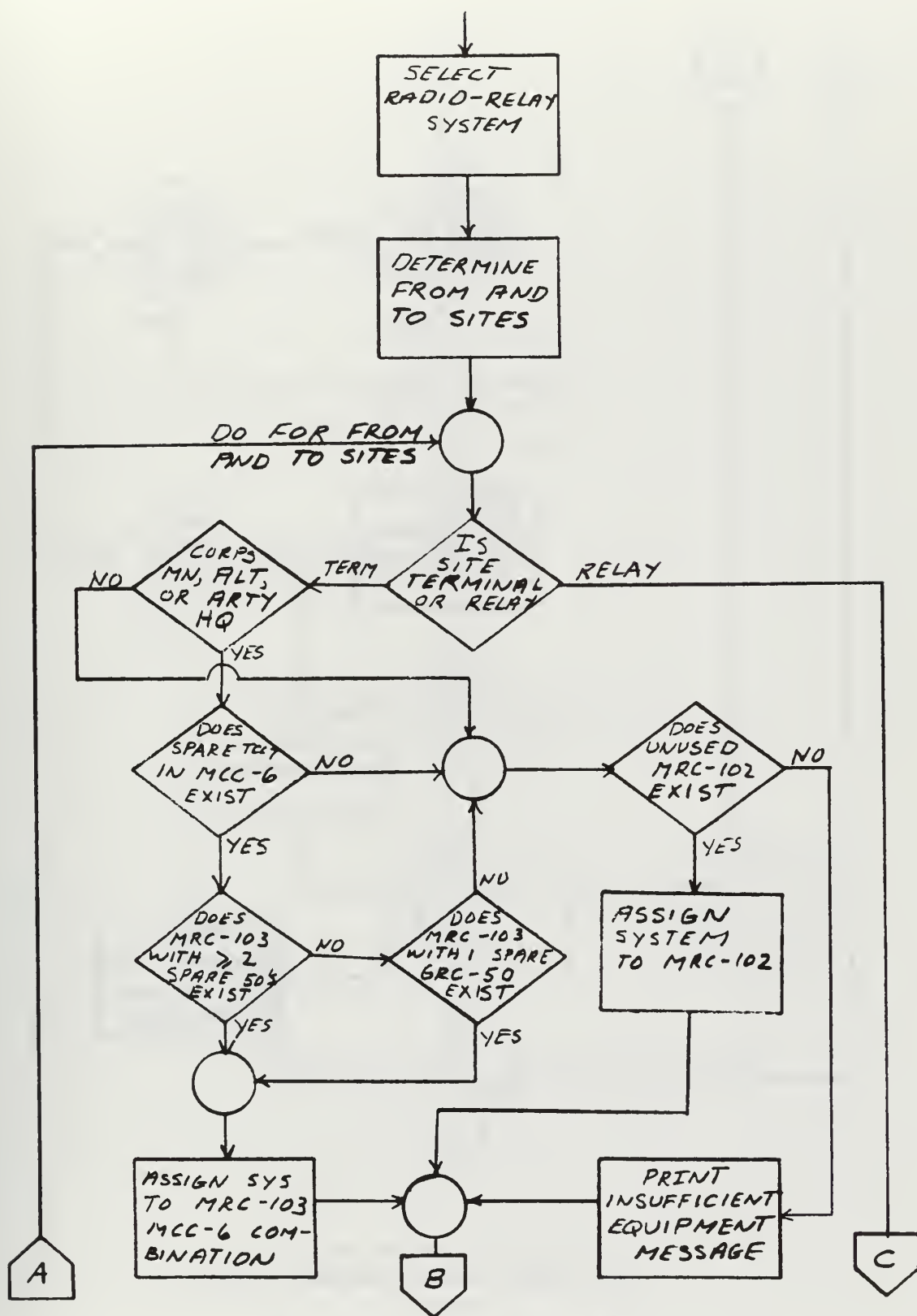
Figure 3



Headquarters Assignment

Figure 4

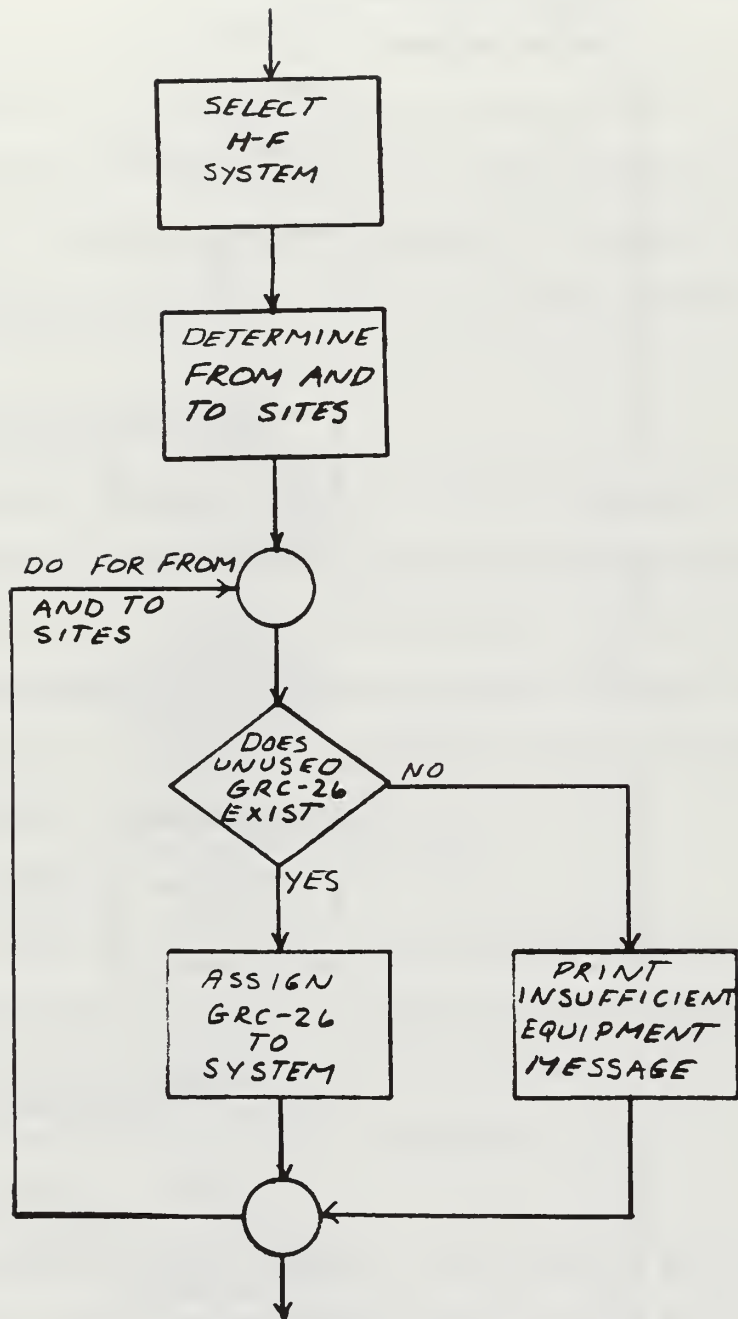




Radio Relay System Assignment

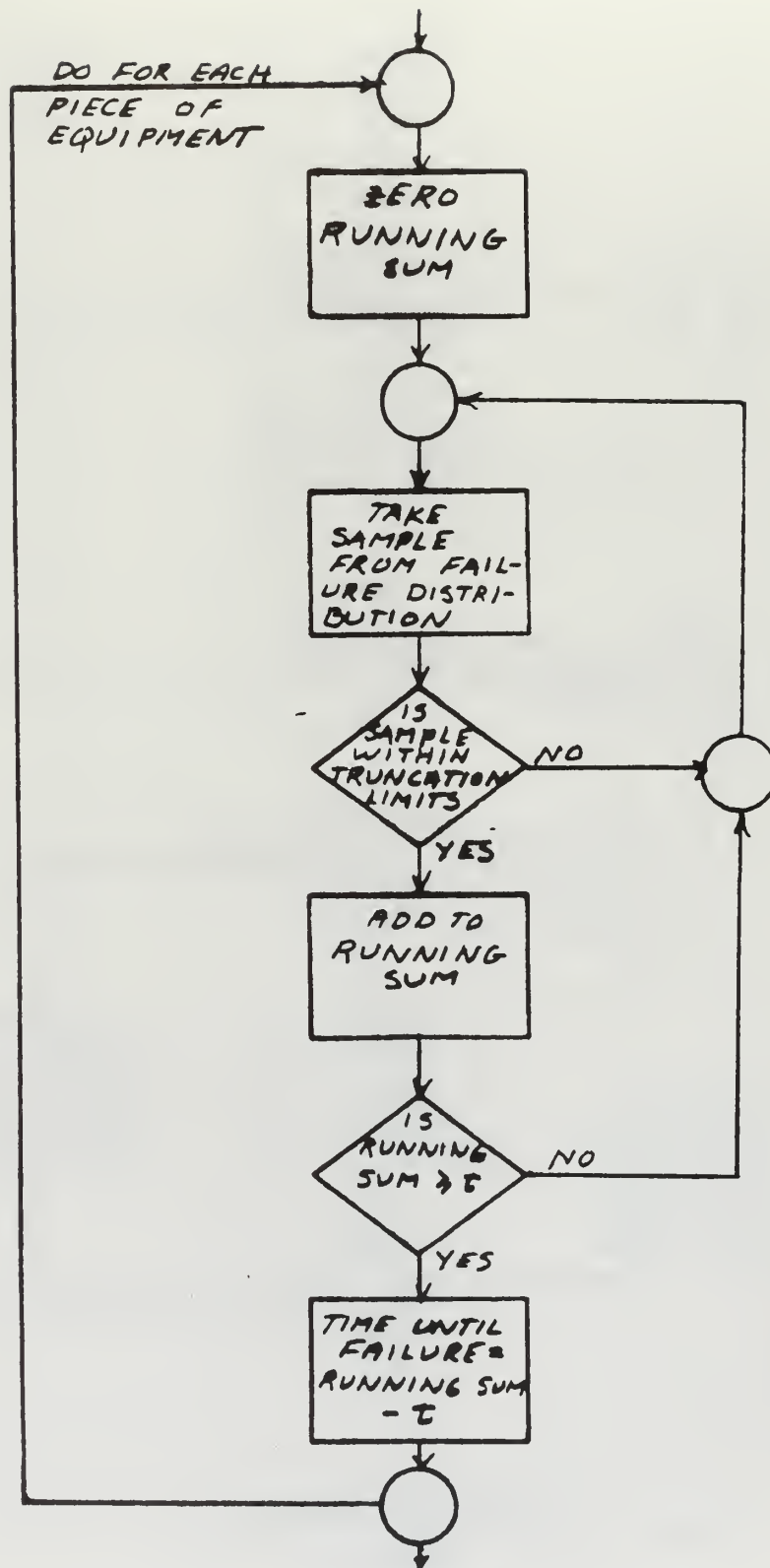
Figure 5





H-F System Assignment

Figure 6



Subroutine INFALL

Figure 7

The accuracy of the approximation depends on the parameters of the failure distribution, truncation limits, and  $t$ . As  $t$  gets large without bound the resulting distribution approaches the true equilibrium distribution. Unfortunately as  $t$  is made larger more samples must be taken from the failure distribution resulting in larger computational times. The values of  $t$  used in the program were determined by a separate analysis which compared the changes in the approximated equilibrium distribution as  $t$  was varied.

5. Subroutines TABLE and TABLE1

Subroutine TABLE is used to examine the simulation units in order to produce a table of the status and location of communications vehicles by site. When the complete table is printed it orders the sites numerically and gives supported headquarters and grid coordinates of the site. Subroutine TABLE1 is used to print individual lines of the table after they are generated by subroutine TABLE.

6. Subroutine SYSOP

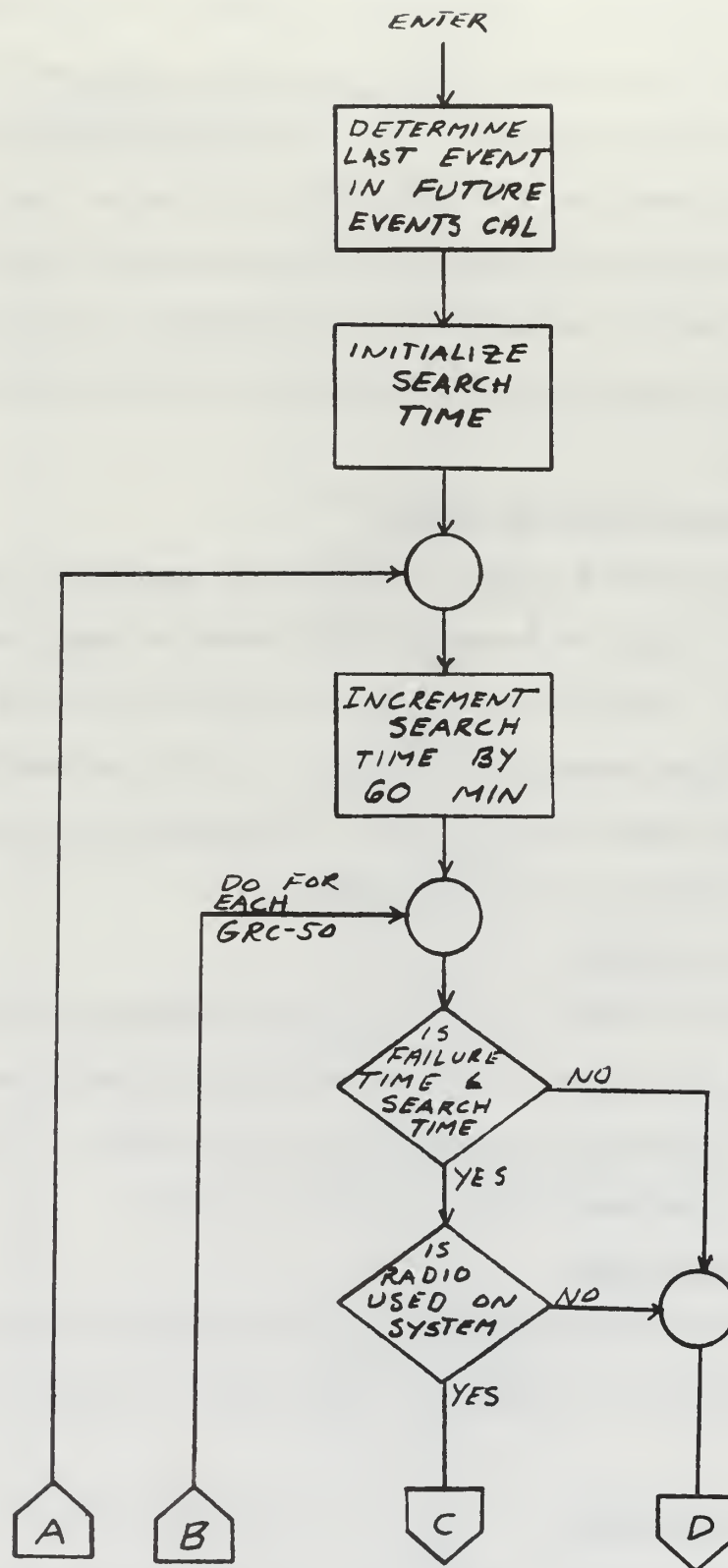
Subroutine SYSOP is used to locate and determine the operational status of the system unit in the appropriate system array when provided with the terminal site numbers and system number. If the system does not exist an indicator to that effect is returned.

7. Subroutine GENTAB

Subroutine GENTAB produces a table of generators by site number. The number operational, deadlined, and total number are given for each site.

8. Subroutine SEARCH

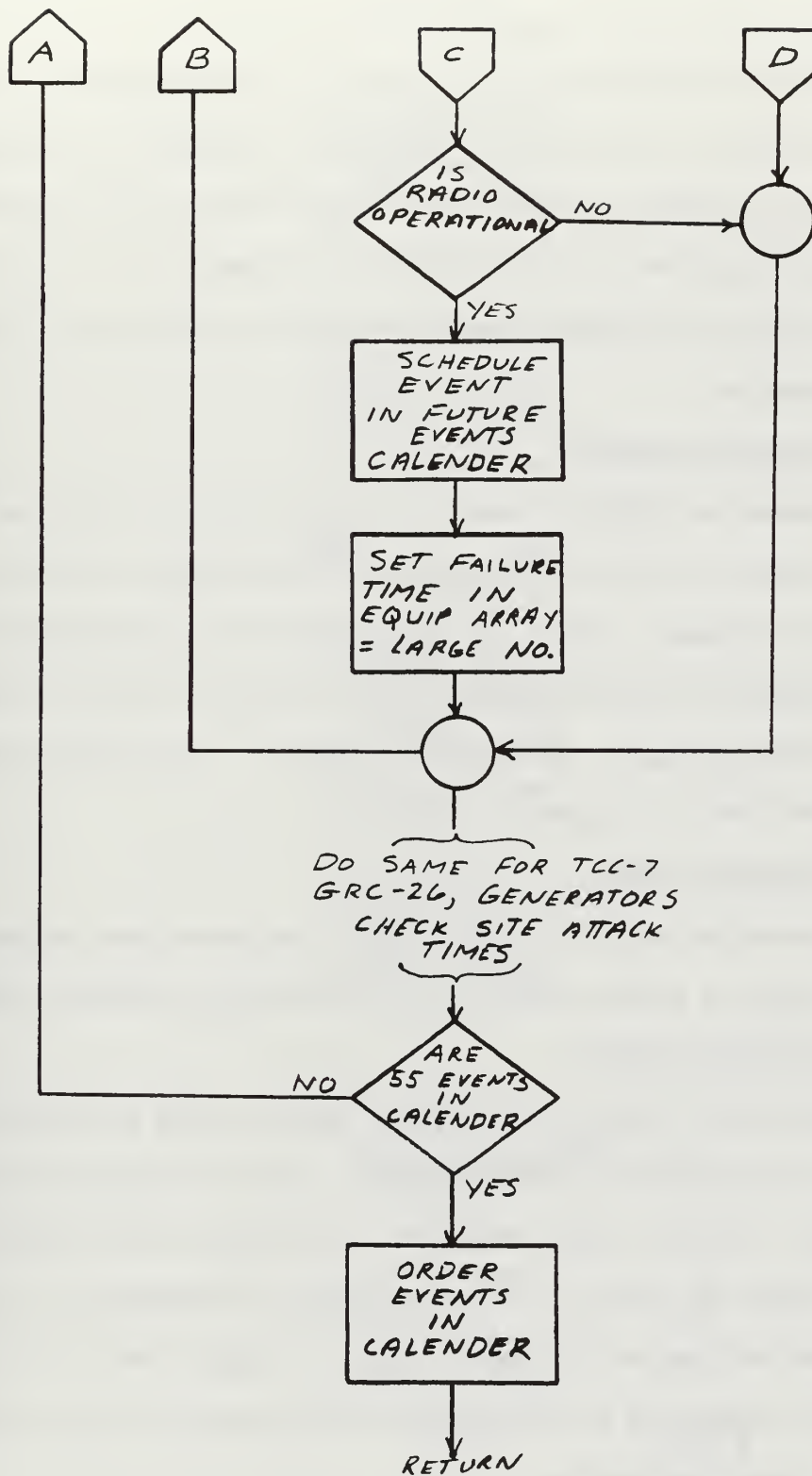
Subroutine SEARCH (Figure 8) is used to place events in the future events calander by sequentially checking each equipment simulation



Subroutine SEARCH

Figure 8





Subroutine Search (Cont.)

unit subject to failure and each site placing those with the earliest occurrence times in the future events calander. Only equipment units which are operational and connected to a system are considered. The search for future events is stopped when fifty-five are present in the calander. This leaves enough room in the calander for including events caused by player decisions but provides enough to insure that the time of events used is sequential.

9. Subroutine UPDATE

Subroutine UPDATE is used to correct the time until failure of equipment subject to failure and in use but not included as events in the future events calander. After the simulation time is incremented UPDATE searches equipment arrays and subtracts the increment from the time until failure for the equipment. Site attack times not in the future events calander also have the increment subtracted.

10. Subroutine SWITCH

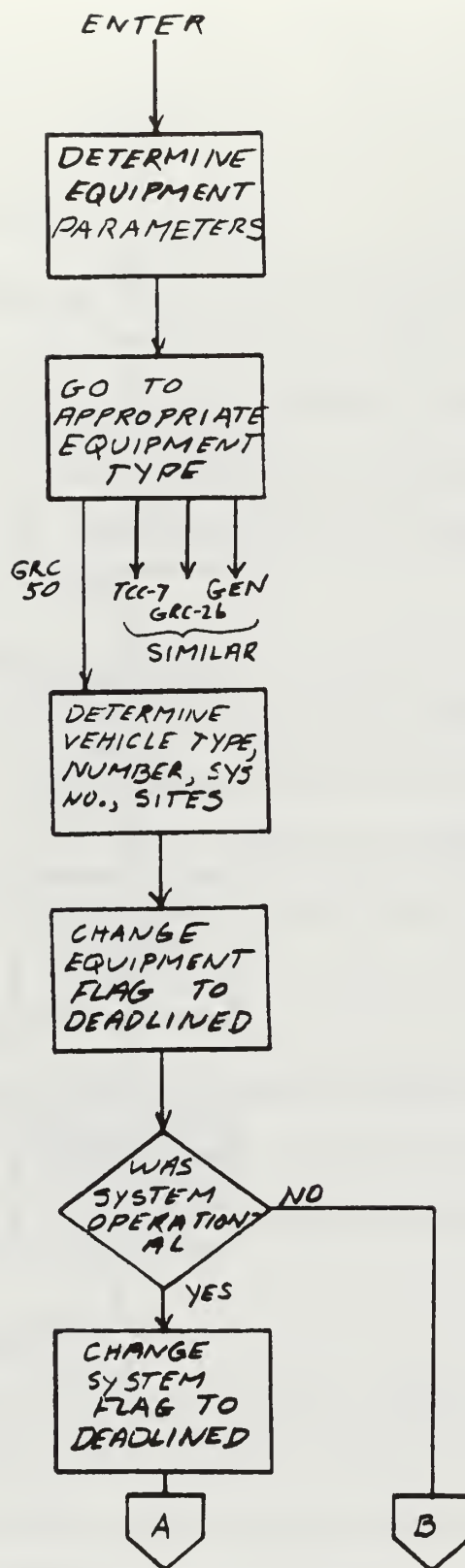
Subroutine SWITCH is used to call the subroutines necessary for processing either a player decision or an internally generated event.

11. Subroutine EQFAIL

Subroutine EQFAIL (Figure 9) is used to cause communications equipment to fail when an equipment failure event is designated as the current event. It also causes equipment failure when site attacks result in damaged equipment. If the equipment is connected to an operational system the system is caused to fail. A repair time is calculated and a repair event using it is scheduled. An estimate of repair time is printed for player information.

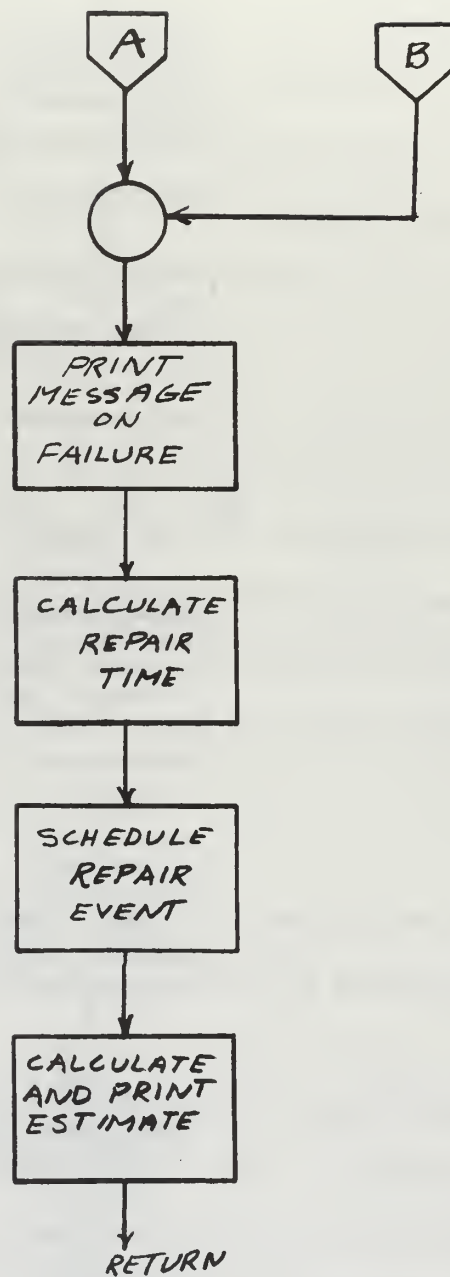
12. Subroutine EQREP

This subroutine is used to repair communication equipment after



Subroutine EQFAIL

Figure 9



Subroutine EQFAIL (Cont.)

a repair event becomes the current event. Although only the AN/GRC-50 radio is illustrated in Figure 10 the repair routine for the AN/TCC-7, AN/GRC-26, and generators is similar.

13. Subroutines OP50, OP7, and OP26

These subroutines are used in conjunction with subroutine EQREP. OP50 determines if the repaired AN/GRC-50 radio will enable the system to which it is connected to resume operation. This will occur only if operational equipment is currently connected wherever else required on the system. OP7 performs a similar function for AN/TCC-7 multiplex units and OP26 for AN/GRC-26 radios.

14. Subroutine VEHBKD

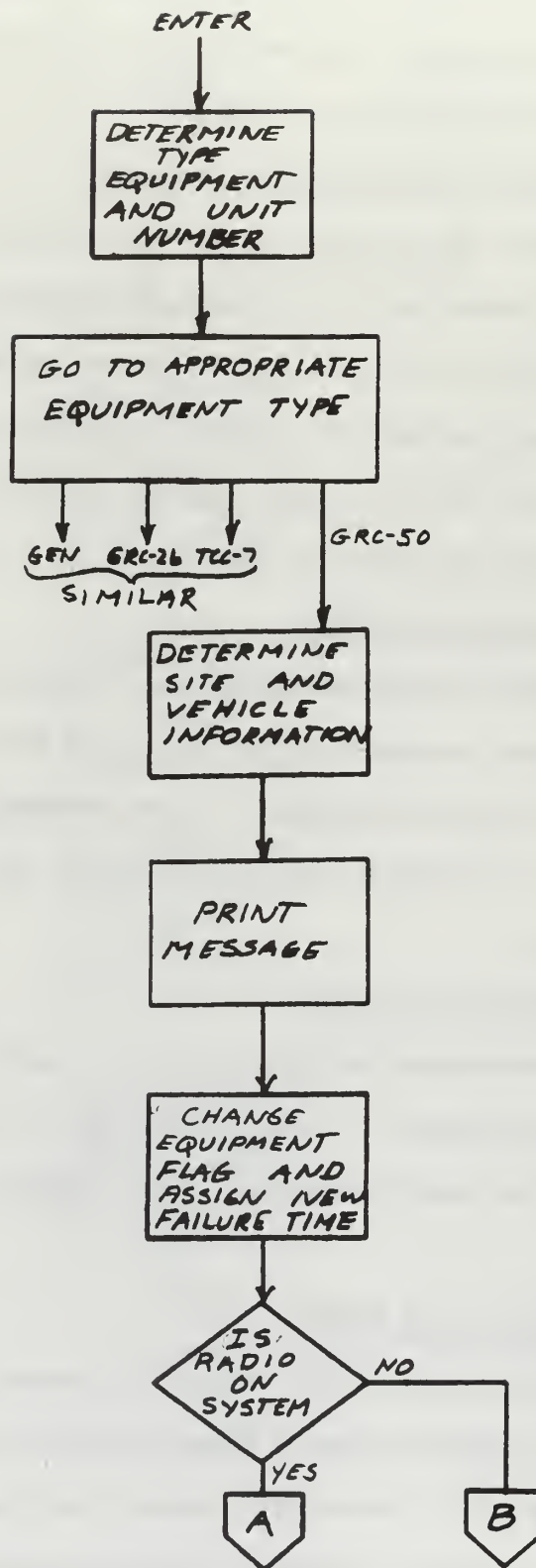
Subroutine VEHBKD (Figure 11) causes the communications vehicles and generators simulated in the program to break down during transit or site attack when the appropriate event becomes the current event. A repair event is scheduled and an estimate of repair time is printed for the players.

15. Subroutine VEHREP

Subroutine VEHREP (Figure 12) repairs vehicles when a repair event is encountered. If the vehicle was in transit to a site when it broke down the remainder of the trip is started and an arrival event is scheduled.

16. Subroutine SITACK

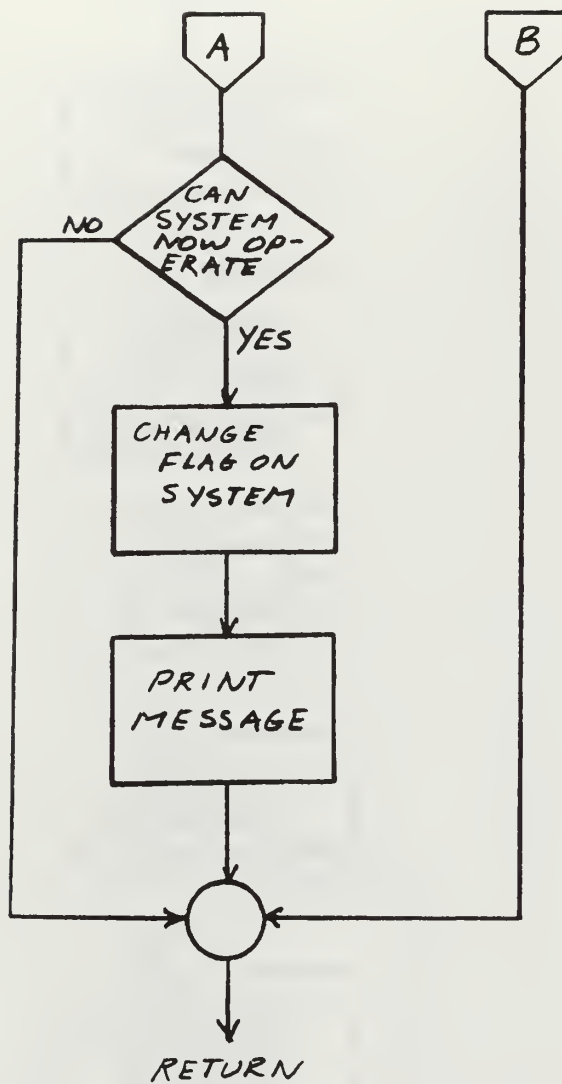
Subroutine SITACK (Figure 13) causes a specific site to be attacked and probabilistically determines which vehicles and equipment are damaged based on a probability assigned for the type of site. If a vehicle is damaged subroutine VEHBKD is called to process it while subroutine EQFAIL is called for equipment damage. The figure illustrates the process



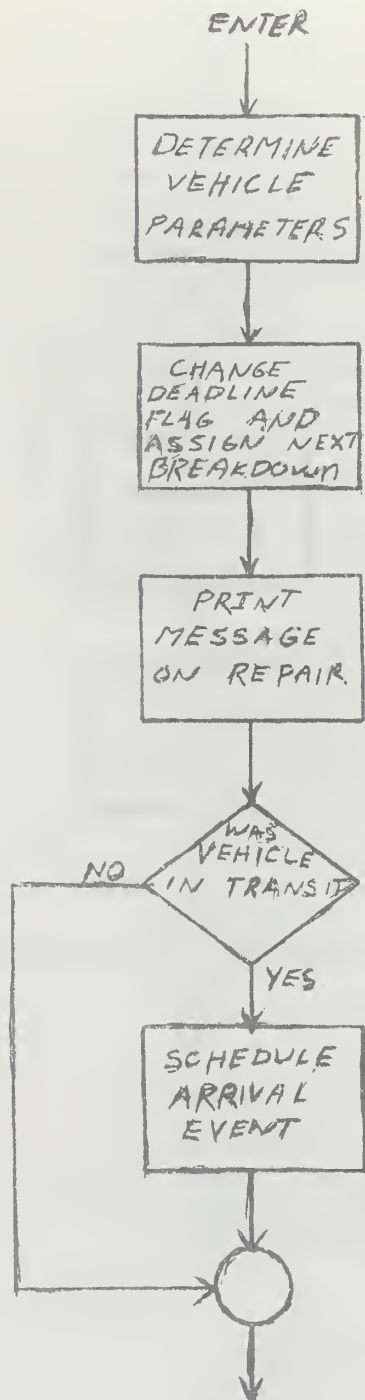
Subroutine EQREP

Figure 10



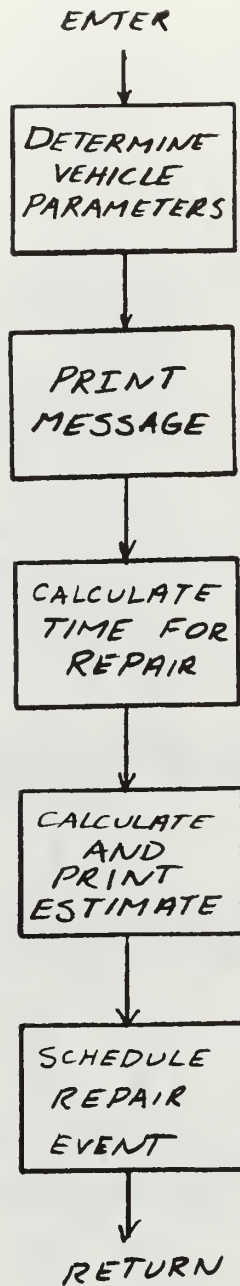


Subroutine EQREP (Cont.)



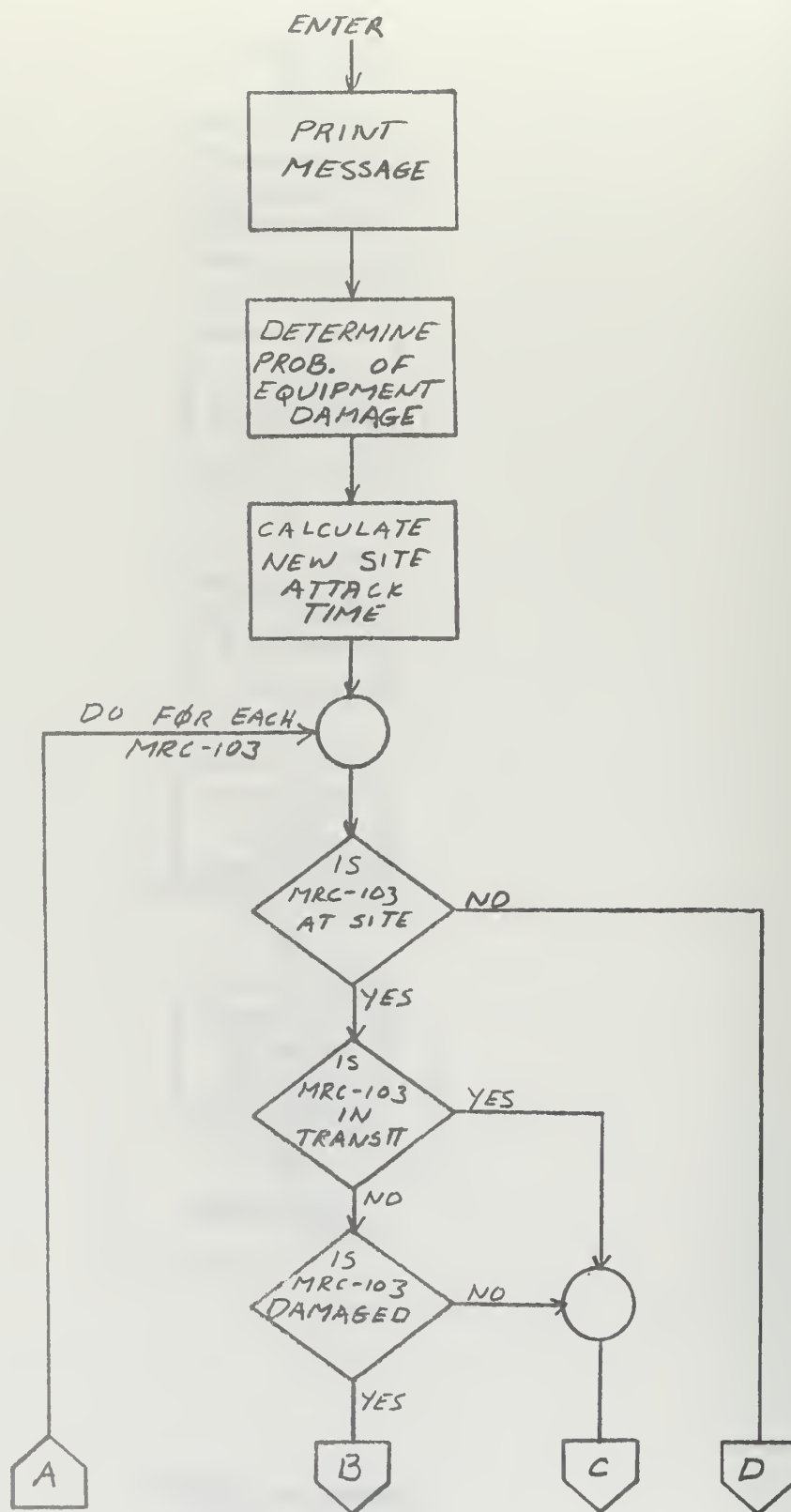
Subroutine VEHBKD

Figure 11



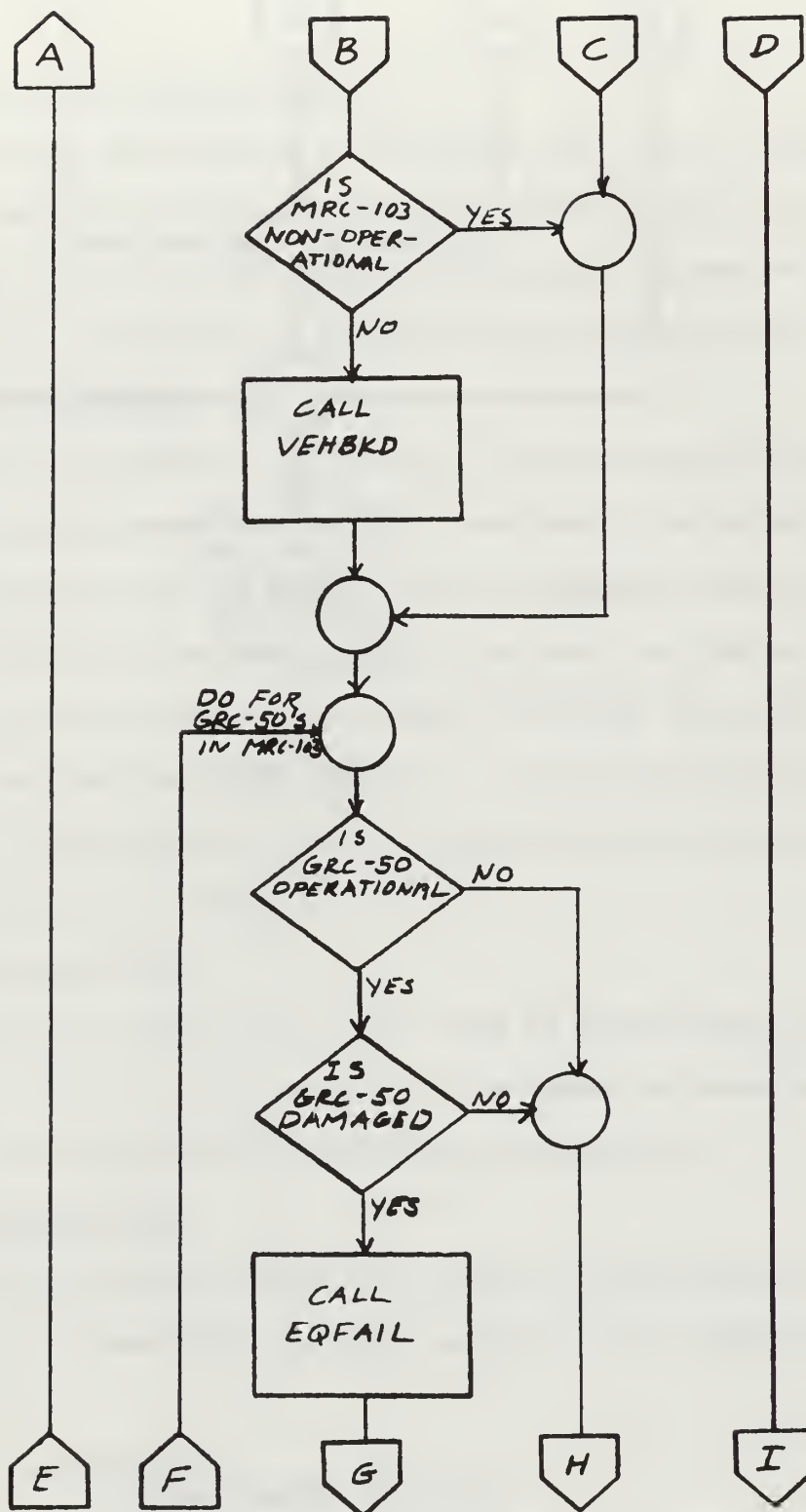
Subroutine VEHREP

Figure 12



Subroutine SITACK

Figure 13



Subroutine SITACK (Cont.)





for AN/MRC-103 vehicles only although others are handled in a similar manner.

17. Subroutines EQREM and EQINST

Subroutine EQREM (Figure 14) is called when a player request for equipment removal is received. Subroutine EQINST (Figure 15), on the other hand, is used for connecting communications equipment on systems. For both of these subroutines only AN/GRC-50 radios are illustrated.

18. Subroutine CKEVNT

Subroutine CKEVNT is used to search the future events calander, when a radio or multiplex is repaired, for installation completion events on equipment in use on the same system. This is necessary since the parameters in the simulation unit for a piece of equipment are changed to reflect usage as soon as installation is begun even though the system cannot operate until the installation is complete. If an installation completion event on the same system is found the system cannot become operational with the equipment just repaired.

19. Subroutine SYSREM

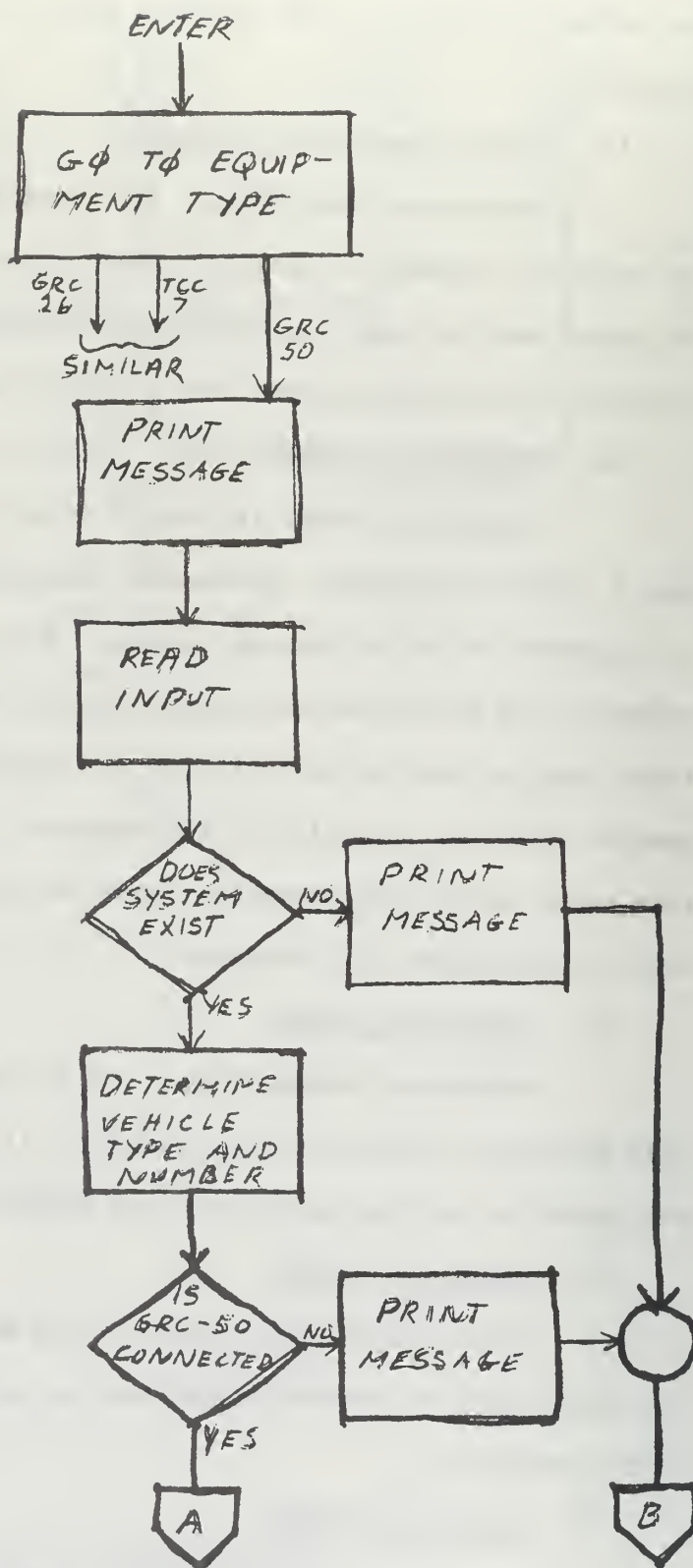
Subroutine SYSREM (Figure 16) is used to delete systems when this decision is entered by the players. If equipment is connected to the system it is disconnected and the players are notified.

20. Subroutine SYINST

Subroutine SYINST (Figure 17) is used for establishing any of the three types of communications systems on entry of the appropriate player decision.

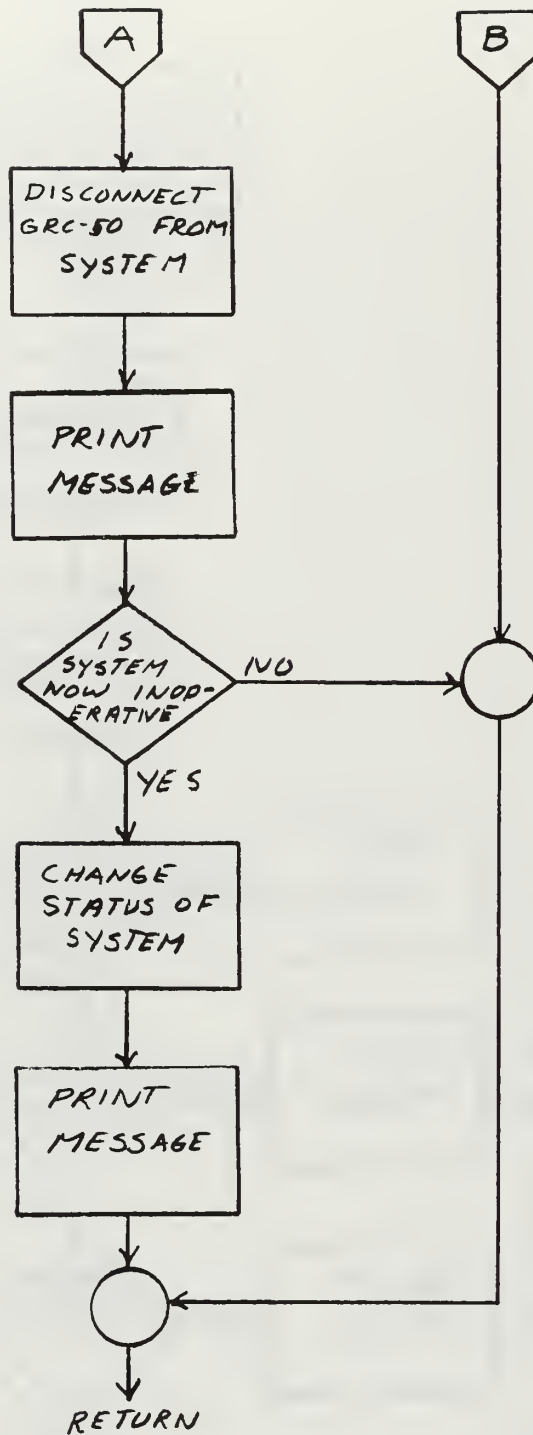
21. Subroutine VEHMOV

Subroutine VEHMOV (Figure 18) serves two functions. First it begins vehicle movement when the decision is received from the players.

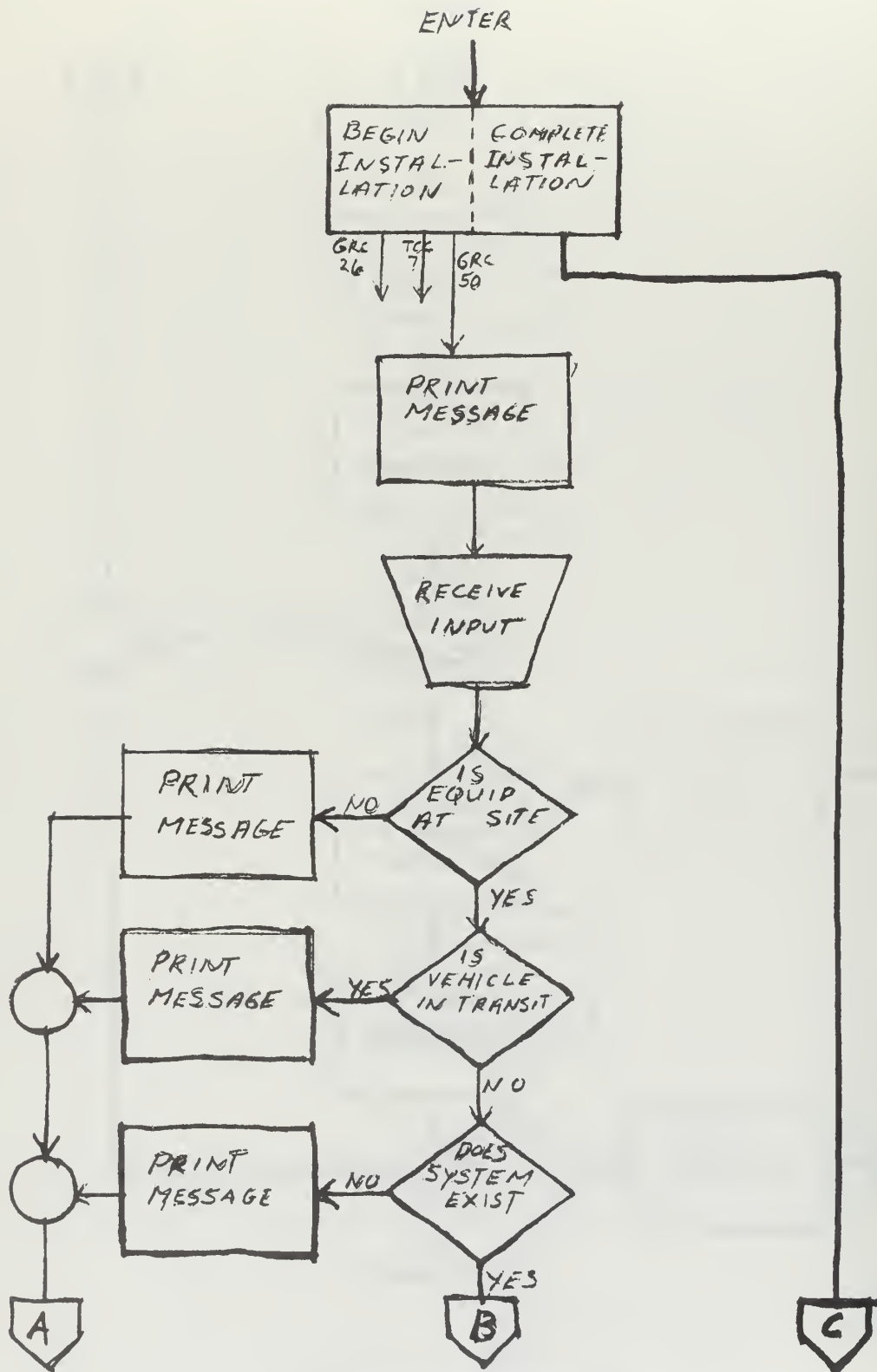


Subroutine EQREM

Figure 14

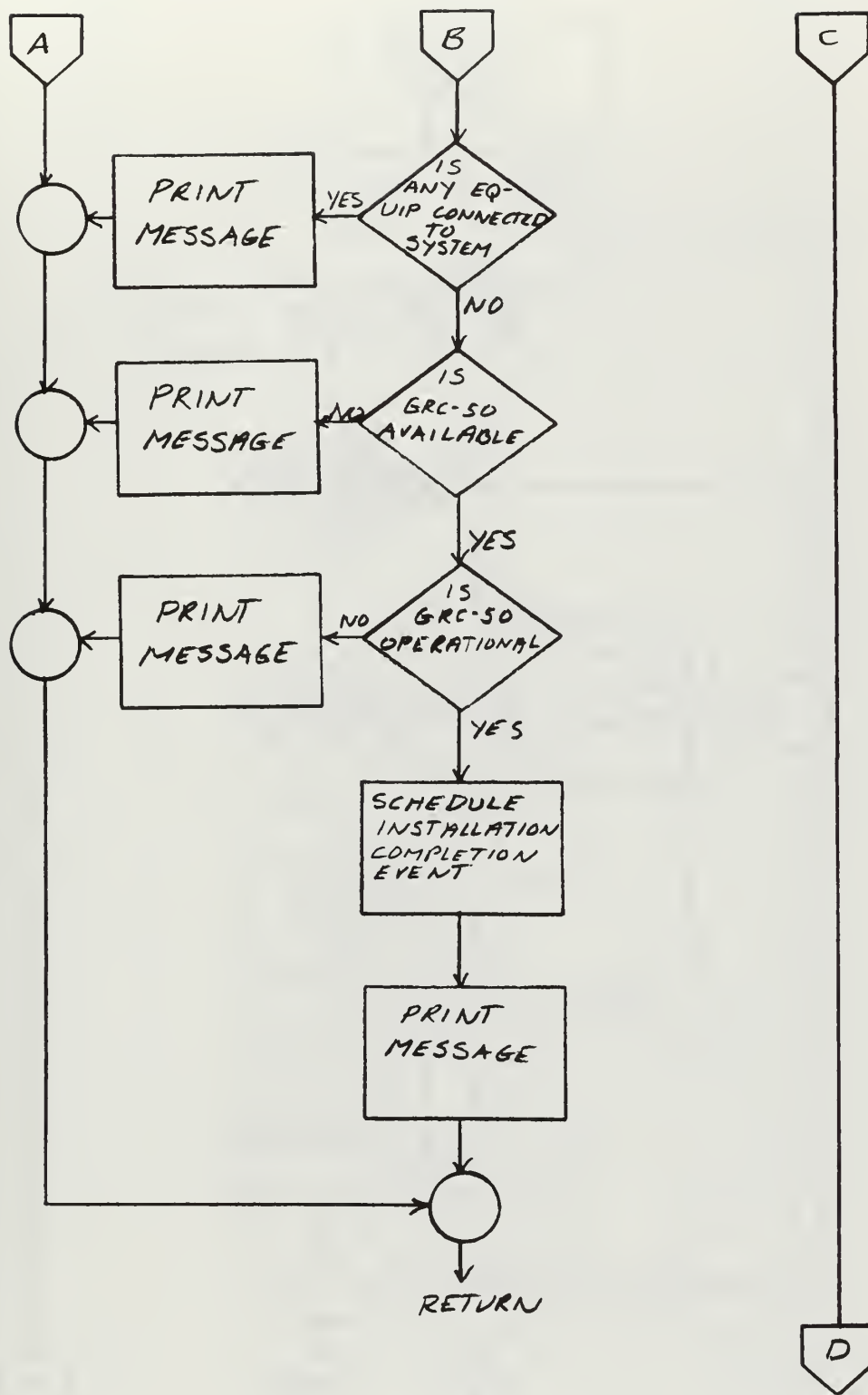


Subroutine EQREM (Cont.)

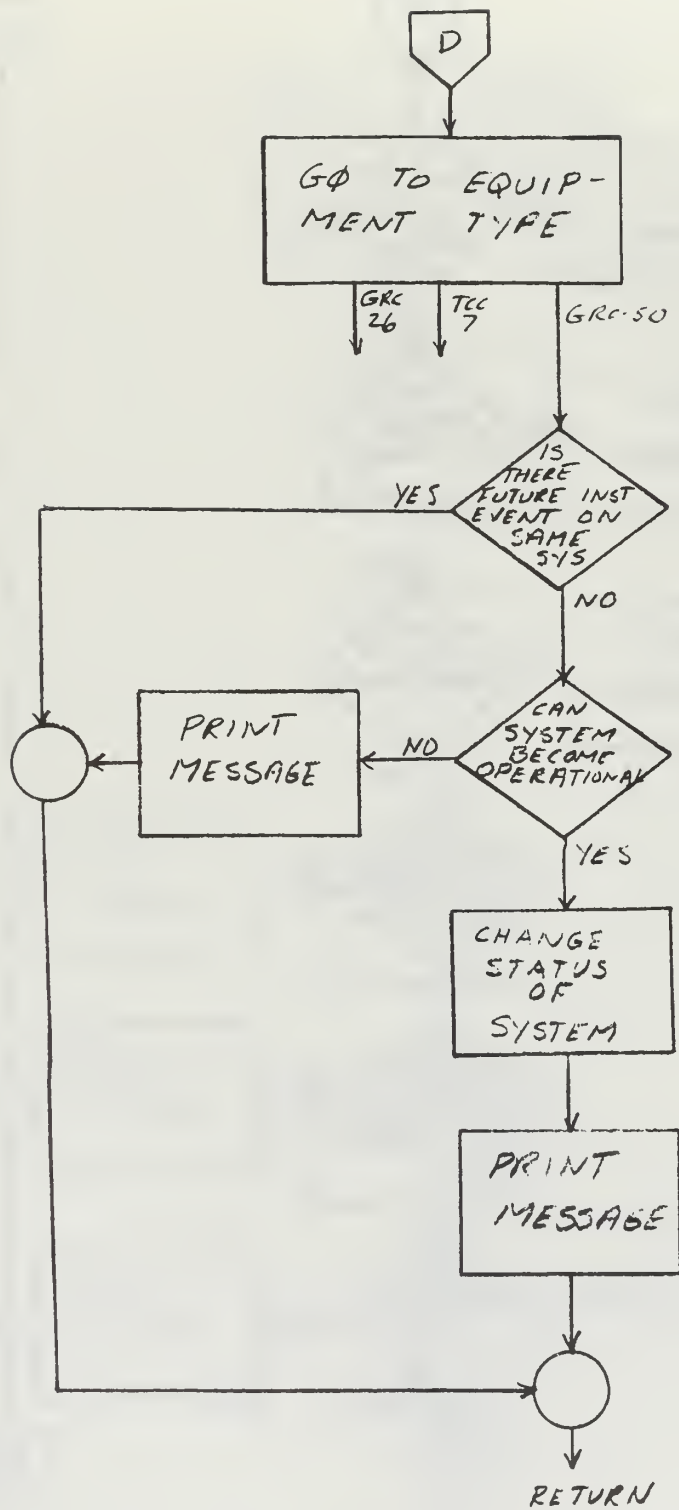


Subroutine EQINST

Figure 15

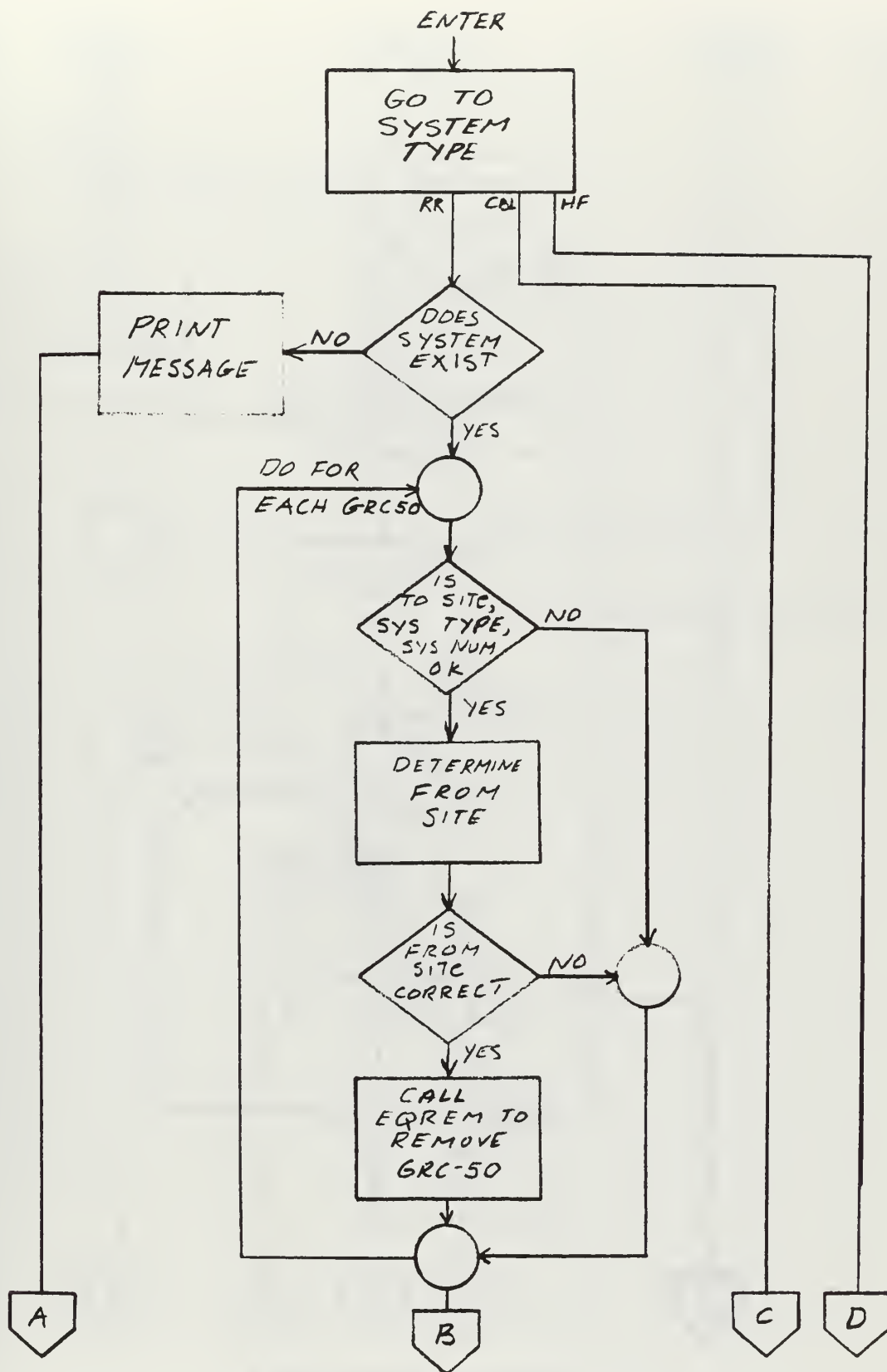


Subroutine EQINST (Cont.)



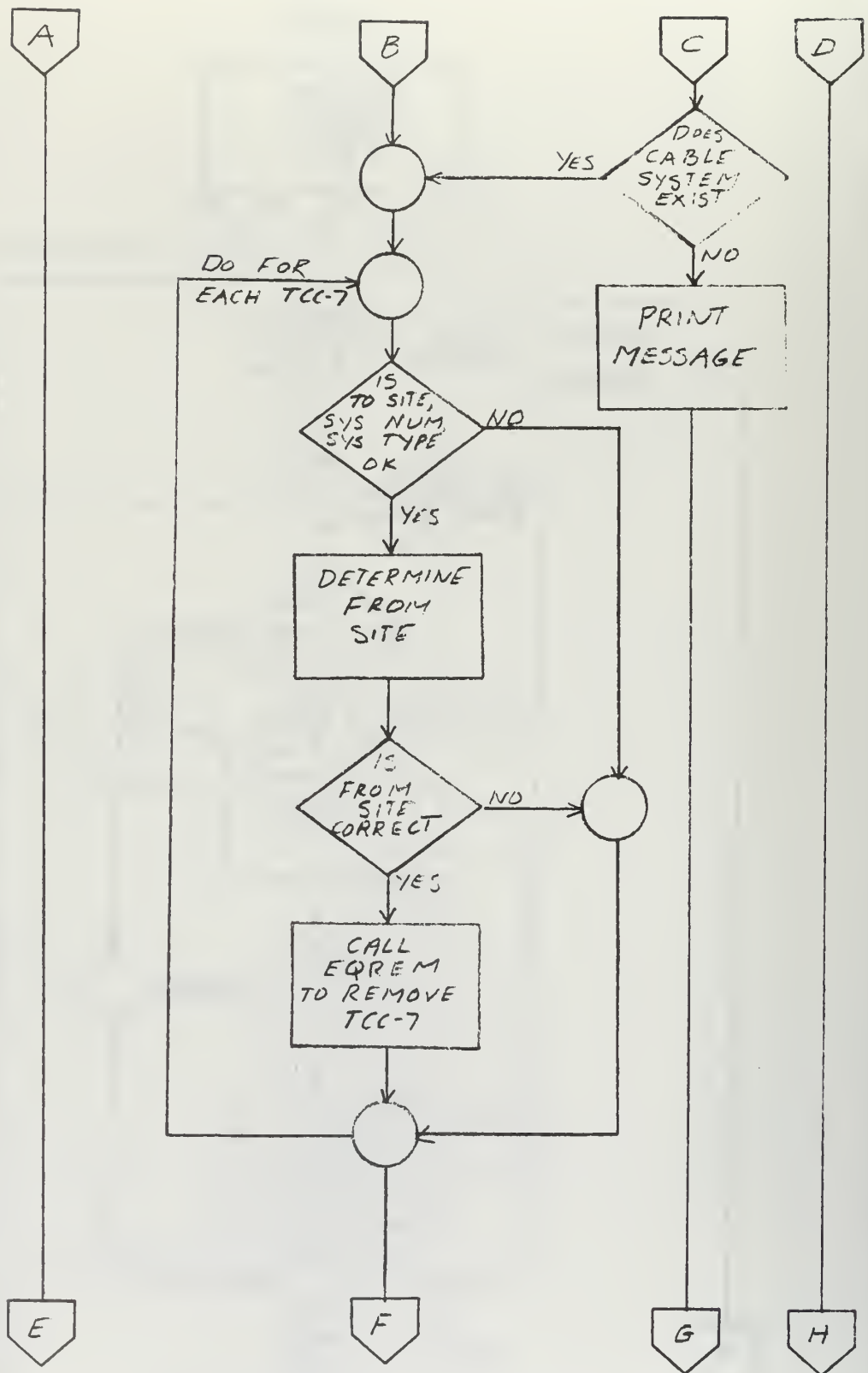
Subroutine EQINST (Cont.)



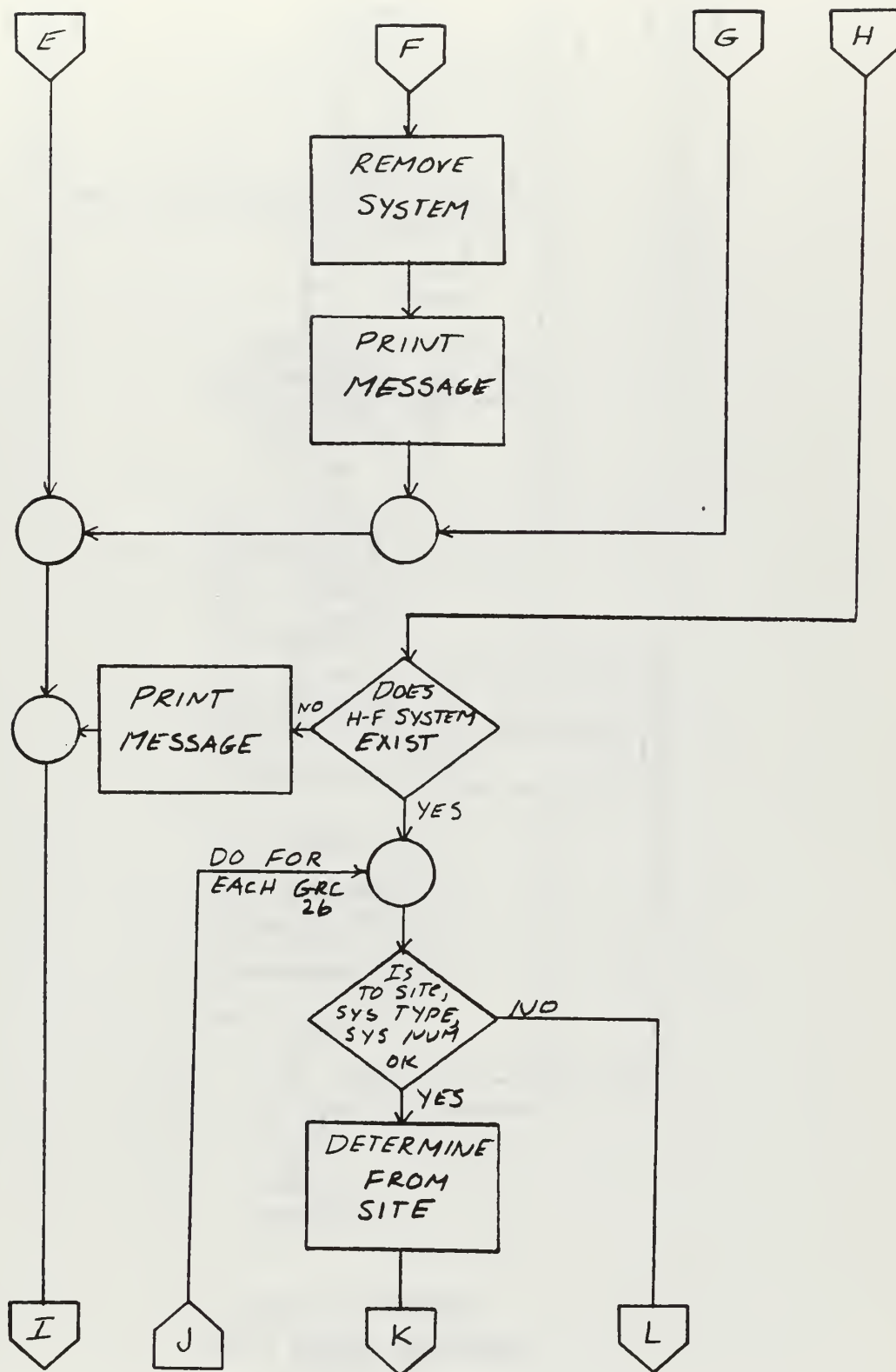


Subroutine SYSREM

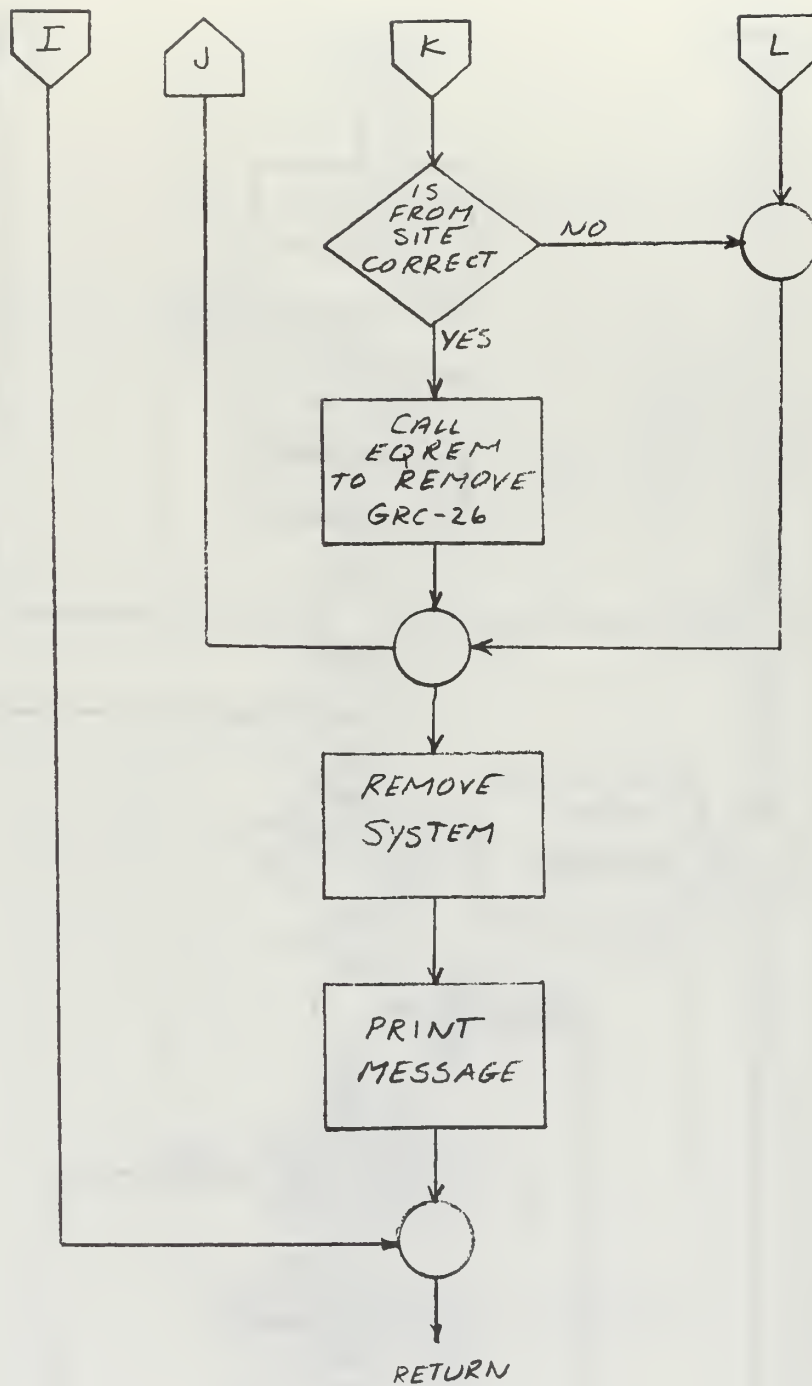
Figure 16



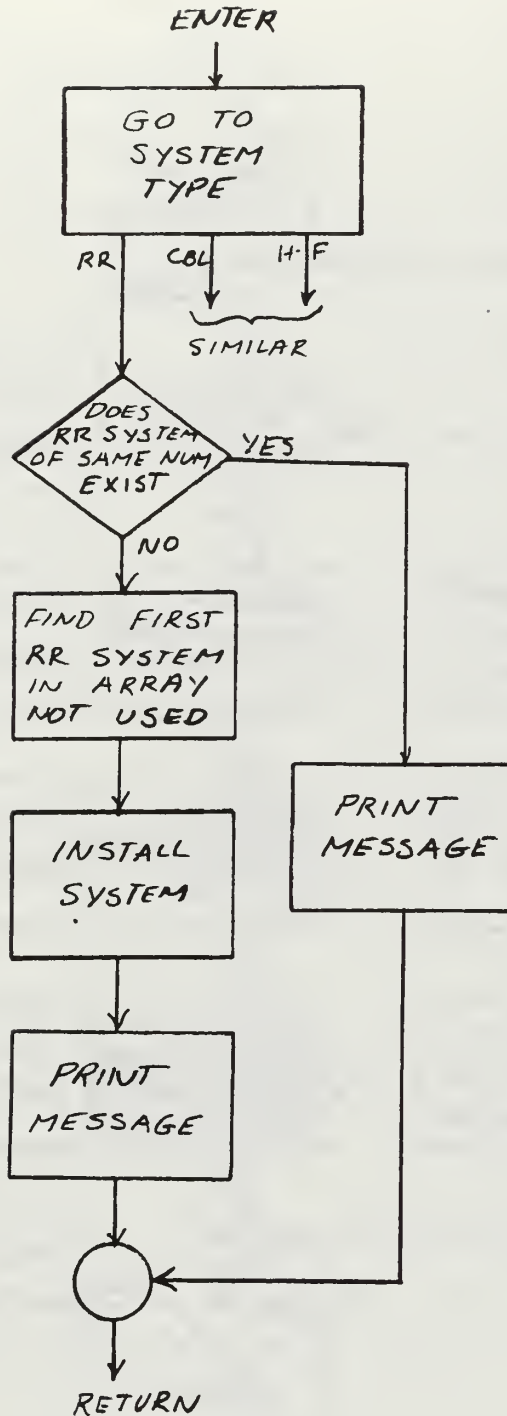
Subroutine SYSREM (Cont.)



Subroutine SYSREM (Cont.)

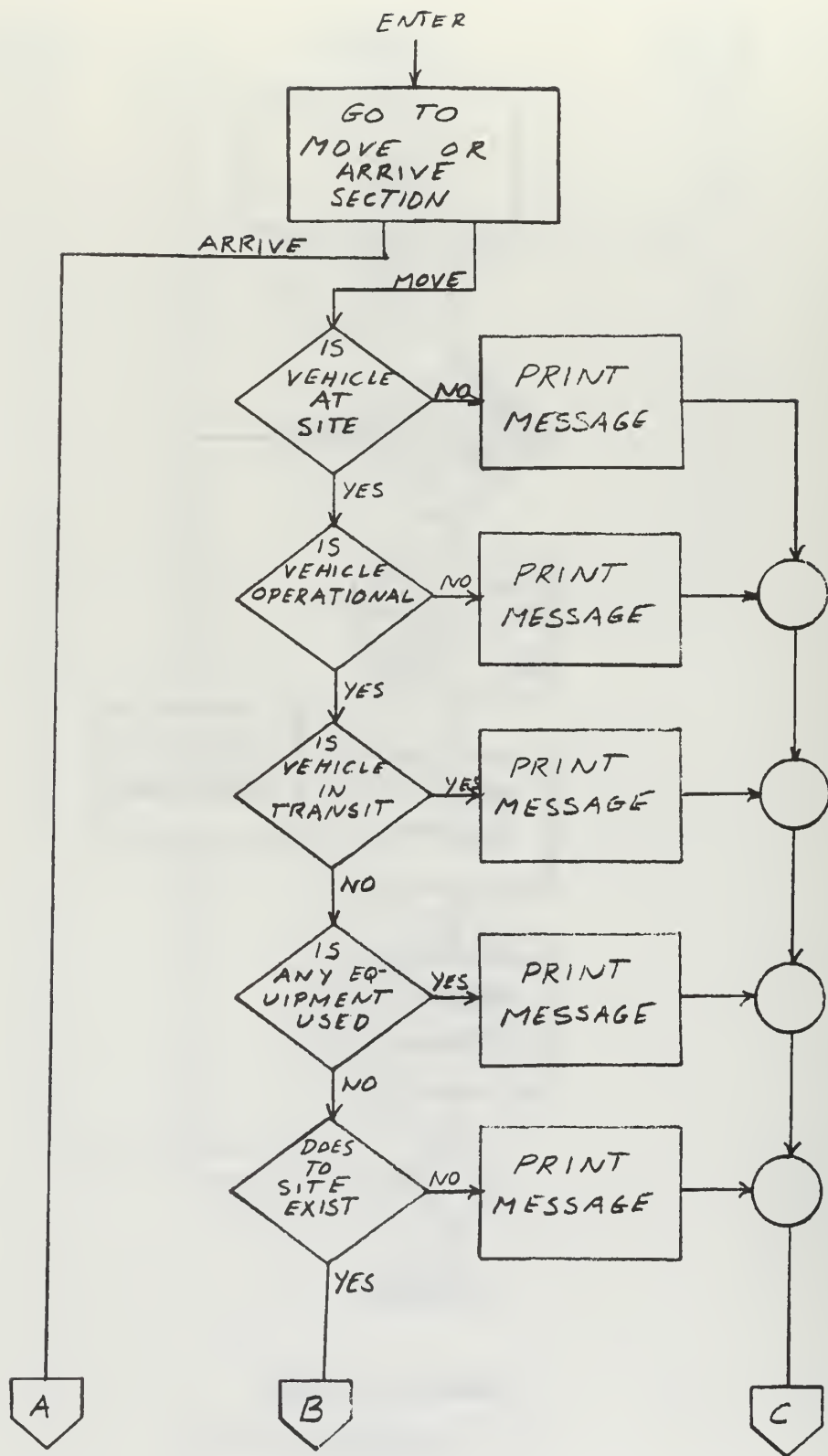


Subroutine SYSREM (Cont.)



Subroutine SYINST

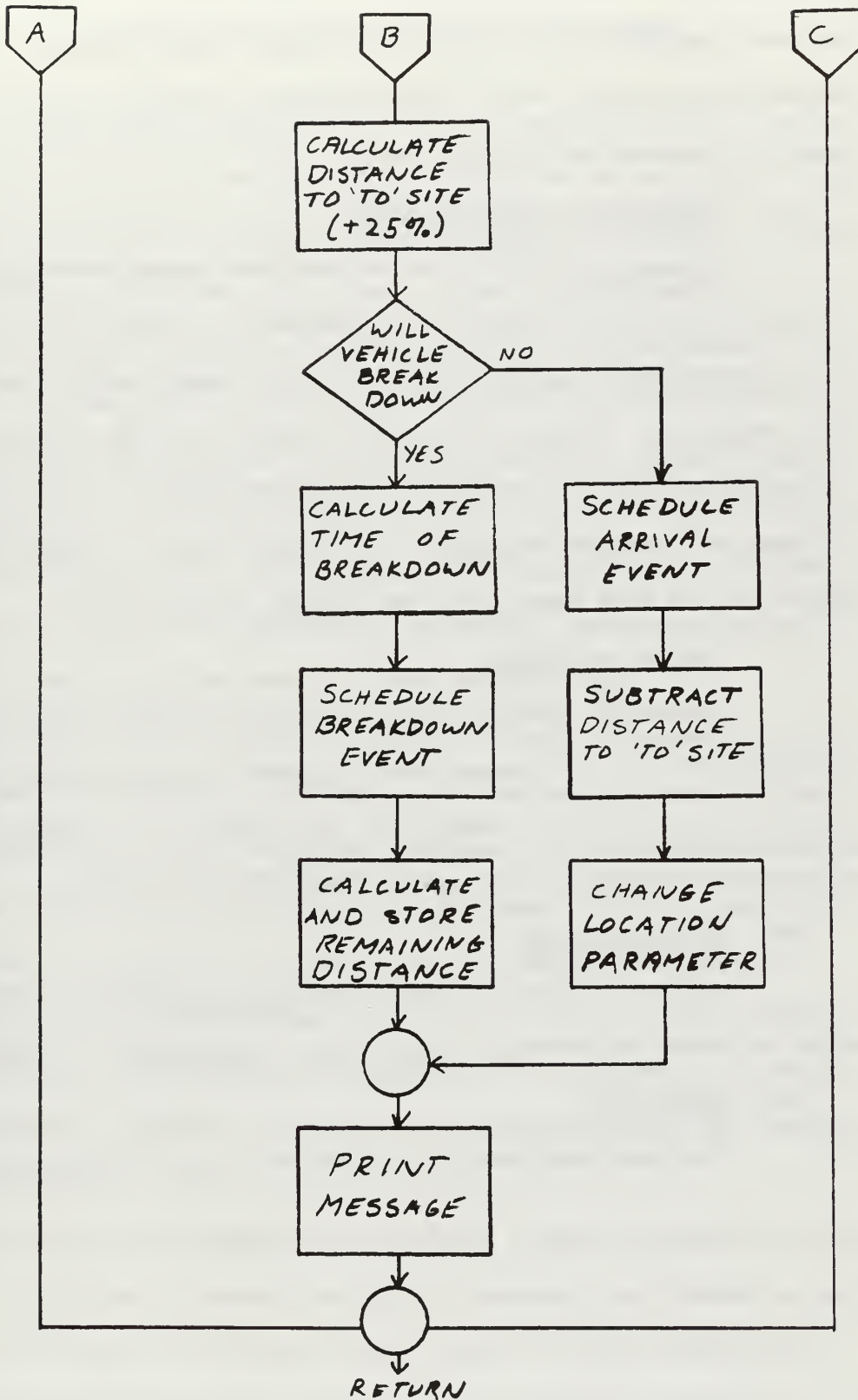
Figure 17



Subroutine VEHMOV

Figure 18





Subroutine VEHMOV (Cont.)

If the vehicle breaks down enroute a breakdown event is scheduled and the remaining distance to travel is stored. Second it prints a message informing the players when a vehicle arrives and changes the transit parameter in the vehicle simulation unit.

## 22. Subroutines RANDU and GAUSS

Subroutine RANDU is an IBM supplied random number generator for use on the IBM 360 computer. It employs the power residue method of generating random numbers and has a cycle length much larger than that required by the game. Subroutine GAUSS is an IBM supplied subroutine which generates normally distributed samples adjusted to an input mean and standard deviation. The normal sample is formed from twelve random numbers from randu using the central limit theorem.

## 23. Subroutine ORDERT

Subroutine ORDERT is used to order the future events calander by time of event. If a single event is added to the calander it is placed initially in position one hundred by the subroutine generating it and subsequently placed in proper order when ORDERT is called.

## 24. Subroutine TIME

Subroutine TIME is used to convert the simulation play time which is stored in minutes to days, hours, and minutes for player use.

## 25. BLOCK DATA

The BLOCK DATA section is used for array initialization.

## V. ADAPTING THE PROGRAM FOR OTHER APPLICATIONS

Four major types of simulation units are employed in the program: (1) equipment units, (2) vehicle units, (3) system units, and (4) site units. The information stored in arrays associated with each of these units completely describes the current status and deployment of all simulated equipment as well as future actions for each generated by the computer. Equipment units include radios and multiplexers while vehicle units include communications vehicles and generators. System units provide information on the three types of systems and site units do the same for communications sites. By changing the equipment associated with the program units, along with array size and possibly employment rules, the same basic program may be used for other applications.

The easiest conversion, that is the one requiring fewest program changes, would be adapting the program to other signal organizations. Since the Division Signal Battalion, Airborne Division Signal Battalion, Army Area Signal Battalion, Airborne Corps Signal Battalion, and Army Command Radio and Cable Battalion all perform similar missions with similar equipment, major changes in the current program would include only array sizes and assignment procedures. All program units would still represent equipment or systems performing the functions currently assigned to them.

The program may be modified to simulate a power transmission system, either in peacetime or during conflict, by somewhat more extensive changes. Vehicle units might now represent major items of power generation or transmission equipment while equipment units represent components of these.

Systems could include different transmission methods or routes and sites the location where the generator or transmission equipment is located.

Transportation problems, including motor vehicle, railroad, or air, may also be simulated by appropriate changes. Vehicle units could include not only the carriers themselves but also bridges, underpasses, overpasses, major switches, and airport facilities as appropriate.

Equipment units would be components of the vehicle units. Systems would correspond to the routes used and sites the garages, yards, or airports.

## VI. SUGGESTED AREAS FOR FURTHER DEVELOPMENT

The two areas which appear the most promising subjects for further development of the program deal with increasing the level of detail and improving the accuracy of the internal parameters used.

Increased detail might prove useful in a number of areas. At present there is no check in the program to insure that radio line-of-sight exists for radio-relay systems. The burden of seeing that it is maintained is left to the instructor who supervises the play. Some preliminary investigation was made toward including this information in a binary matrix by grid location, but an efficient way to determine mutual line-of-sight properties between all points in the corps area of operations must be devised before this approach becomes practical.

In the current program only a defensive phase is included in addition to setup. Although movement of sites corresponding to an attack may be played it is likely, in actual combat, that the level of conflict would increase during an attack. Incorporating a change in the level of conflict would increase the realism of a simulated attack.

The current likelihood of a site being attacked is governed solely by the classification of the site as a relay site, a major terminal, or a minor terminal. Many other factors such as accessibility, proximity to front lines, and security provided will influence the safety of the site and therefore could be included.

A table of play statistics generated at game termination might prove to be a valuable measure of the effectiveness of student play although the stochastic nature of the game prevents any absolute scale from being



used. Useful entries could include number of system failures, mean length of failure, number of vehicle movements, average distance moved, etc.

In the current program vehicles may fail during transit but they cannot be attacked. A more realistic approach might be to include both these factors and also provide a capability for changing the destination of a vehicle in transit.

Improving the accuracy of the internal constants which define the failure, repair, site attack, installation, and transit time distributions would be a worthwhile, but difficult, task. Little firm data appears to be available in most of these areas and, as a result, much of it was based on a limited sample of military judgement. Even if firm data is not available more accurate parameters could be obtained by a larger sample of military communicators experienced in corps communications.



## APPENDIX A

### INTRODUCTION TO ARMY CORPS COMMUNICATIONS

#### A. GENERAL

The purpose of this appendix is to present a quick overview of the communications capabilities of the Corps Signal Battalion for readers not familiar with signal corps organization and operation. The only aspects covered in any reasonable detail are those directly concerned with the construction of the game and readers interested in further explanation should consult references (2), (4), and (7).

Signal communications are provided for corps headquarters through command signal centers established at corps main, corps alternate, and corps tactical (when employed) command posts. Each of these signal centers provides a communications center for processing printed classified messages, telephone switching, teletype terminal facilities, and radio wire integration facilities for interfacing radio and telephone circuits. Facsimile (image transmission) and teletype tape relay facilities are provided at corps main and corps alternate only. Scheduled messenger, both motor and air, is provided from corps main and alternate to other signal centers, to subordinate division command posts, and to other major subordinate commands of the corps. Special (unscheduled) messenger service is provided at each command signal center. Additional facilities, such as automatic data processing, may be provided if authorized.

Messages transmitted electronically between corps and subordinate unit headquarters are usually transmitted on either multichannel radio-relay systems, multichannel cable systems, or high frequency radio nets.

A short description and some advantages and disadvantages of each is discussed below.

Radio-relay systems are the primary means of communications within a corps and each system is capable of simultaneously transmitting and receiving twelve telephone conversations. A system of this type requires a radio located near each of the headquarters being supported and the radios operate in a frequency range requiring radio line-of-sight between transmitter and receiver (the system cannot operate if the transmitter and receiver have obstacles blocking a straight line path). As a result, relay sites are often required in mountainous or uneven terrain. The distance between radios on this type of system should normally not exceed thirty miles. The advantages of radio-relay systems include high message density capability and relatively short installation times (approx. thirty minutes). Disadvantages include relatively easy interception of messages and the need for isolated relay sites on long or difficult systems.

Multichannel cable systems are capable of simultaneously transmitting and receiving twelve telephone circuits using a four conductor cable between the system end points. The cable may be run overhead or placed directly on the ground and for long systems unattended or attended repeaters may be required. Since distances between headquarters in the corps area of operations are large multichannel cable systems are not frequently used. Advantages of multichannel cable include high message density and security from message interception. Disadvantages are long installation time, the need for attended repeaters on long systems, and susceptibility to breakage of the cable by friendly troops.

A high frequency (H-F) radio net established by the Corps Signal Battalion typically contains from three to seven different stations capable of communicating with each other on the same frequency. One voice circuit and one teletype circuit can be transmitted simultaneously and the battalion is capable of installing a number of H-F nets. Advantages of H-F include quick setup times (approx. ten minutes) and no requirement for repeaters. Disadvantages include low message density and ease of interception.

The placement of communications equipment at a supported headquarters usually involves establishing two signal locations. One of these, commonly referred to as radio-relay hill, is located on a high piece of terrain near the supported headquarters and contains those radios requiring line-of-sight and other radios having transmission difficulties. Equipment such as telephone switching, message centers, etc., are usually placed in the supported headquarters compound and connected to radio-relay hill by cable.

Only the communications equipment and vehicles necessary for establishing the three types of communications systems described above were included in the game for placement and failure. This was due both to the time constraint on program construction and the fact that these items constitute the bulk of communications equipment which commonly fail and are frequently moved. Equipment such as telephone exchanges, communications centers, and teletype tape relays are provided only for specific headquarters and little reorganization or moving will occur in combat.

## B. COMMUNICATIONS EQUIPMENT NEEDED FOR SYSTEMS

The following section provides a brief description of the vehicles

and equipment necessary to establish the three types of communications systems installed by the Corps Signal Battalion.

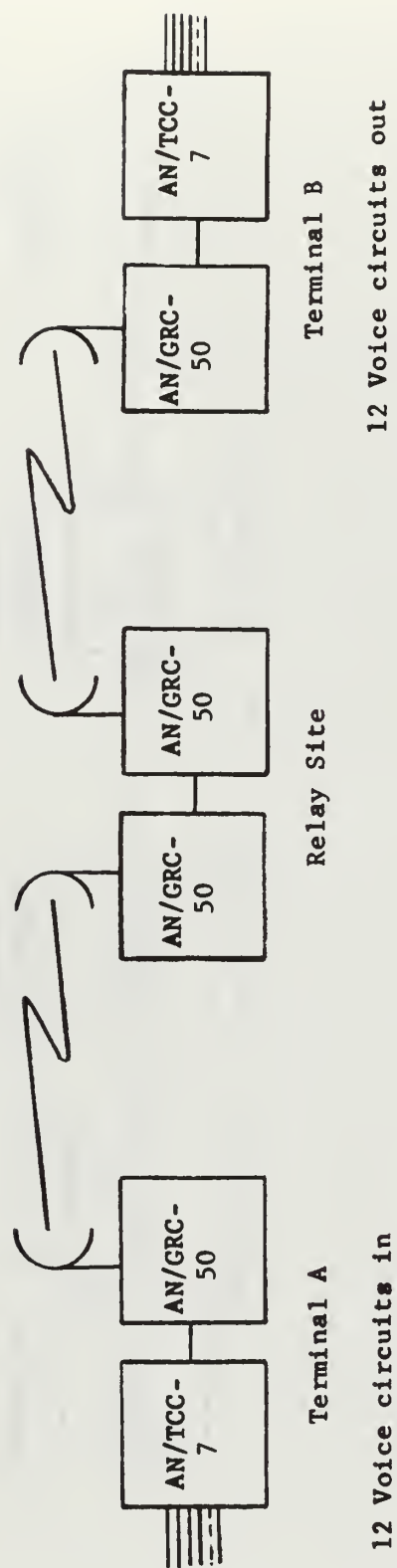
A radio-relay system with no relay sites requires at each terminal one AN/GRC-50 radio and one AN/TCC-7 multiplexer. The purpose of the multiplexer is to combine the twelve voice circuits into a single band for transmission and to separate the voice circuits upon reception. The radio receives the signal to be transmitted from the multiplexer by cable and transmits it to a radio at the other site. The radio at the other site feeds the received signal to its associated multiplexer also by cable. Each radio and multiplexer is capable of receiving and transmitting simultaneously.

Each radio-relay site inserted in a radio-relay system requires two AN/GRC-50 radios - one to operate with adjacent sites on either side. No multiplex equipment is required since it is necessary to have intelligible voice circuits only at the terminals.

A multichannel cable system requires one AN/TCC-7 multiplex unit located at each of the supported headquarters the cable system connects. The purpose of the multiplexer is the same as in radio relay systems. Spiral Four (four conductor) cable is used to connect the multiplexers with AN/TCC-11 (unattended) and AN/TCC-8 (attended) repeaters placed as required at specified intervals along the cable. The program presented in this thesis does not consider placement or failure of repeaters for cable systems.

High frequency nets require one AN/GRC-26 radio at each of the headquarters using the net.

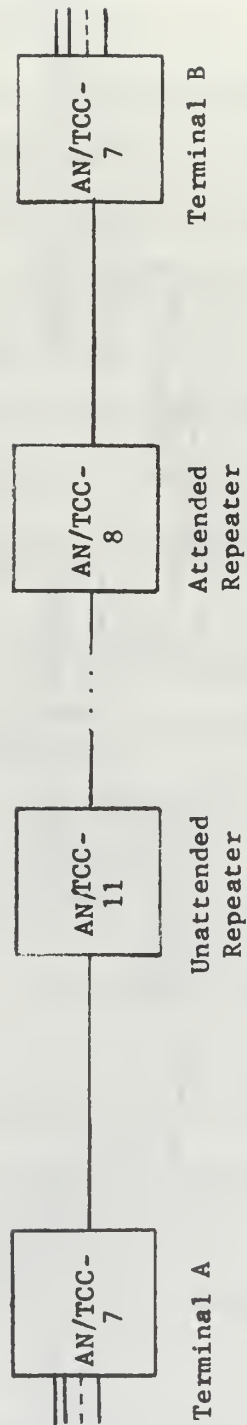
Figures 19 through 21 provide an illustration of the type of equipment required for typical systems of each type.



Example of  
Radio Relay System

Figure 19





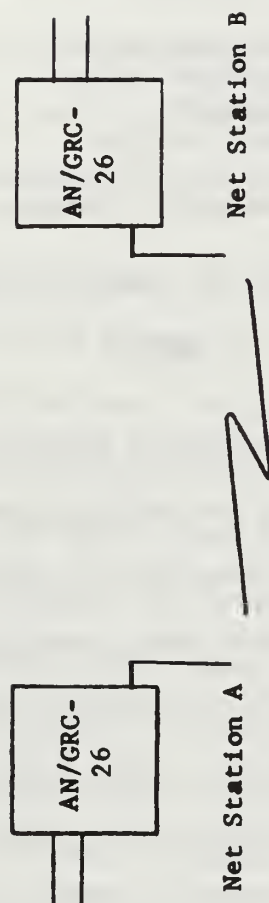
12 Voice circuits in

12 Voice circuits out

Example of  
Multichannel Cable System

Figure 20





Example of  
High Frequency System  
Figure 21

### C. COMMUNICATIONS VEHICLES

Four types of communications vehicles are organic to the Corps Signal Battalion to provide equipment for installation of systems. The vehicles and major equipment contained are listed in Table V below.

<u>Vehicle Name</u>	<u>Number</u>	<u>Description</u>	<u>Equipment</u>
AN/MRC-102	22	Radio Terminal	one AN/TCC-7 two AN/GRC-50
AN/MRC-103	32	Radio Repeater	three AN/GRC-50
AN/MCC-6	17	Telephone Teleg Terminal	two AN/TCC-7
AN/GRC-26	21	Radio Terminal	one AN/GRC-26

\*AN/TCC-50 in AN/MCC-6 is considered identical to AN/TCC-7 for game.

#### MAJOR EQUIPMENT CONTAINED IN COMMUNICATIONS VEHICLES

TABLE V

Although any vehicle combination containing the equipment needed for establishing a system may be used to support any headquarters, special considerations not discussed here usually cause AN/MRC-103's and AN/MCC-6's to be used for radio-relay terminals at corps main, alternate, and artillery headquarters while AN/MRC-102's are used for radio-relay terminals at other headquarters. Model systems interconnection plans, commonly called doctrinal systems, which specify the recommended number and type of systems connecting major headquarters in the corps area have been developed. Details of these systems can be found in Reference (2).

## APPENDIX B

### TACTICAL SCENARIO FOR GAME

#### A. GENERAL

The tactical scenario described in this appendix is a condensed version of the scenario used in the Corps Communications Practical Exercise at the Signal Officers Advanced Course. The offensive portion of the scenario has been deleted since only the defensive portion is used for the game. For the complete scenario readers should consult Reference (7).

#### B. STRATEGIC SITUATION

Aggressor forces initiated general war against the North Atlantic Treaty Organization (NATO) last year during the month of September. The outbreak of the war was preceeded by a period of increasing diplomatic tension, and as a result, the NATO forces were deployed. To secure his southern flank Aggressor respected the neutrality of Austria, Switzerland, and Yugoslavia. The Aggressor gound attack was preceeded by large scale strategic nuclear bombing of cities and military installations in Western Europe and North America, which initially rendered the United States incapable of reinforcing its forces in Europe. The Aggressor armies and air force, employing tactical nuclear weapons on a large scale, rapidly pushed the NATO forces across France west of the Rhine River. The lines of communication across France were nearly destroyed and approximately seventy-five percent of the NATO airfields in Western Europe and North America were rendered inoperable. However, NATO retaliatory operations against the Aggressor homeland and his lines of communication were extremely effective and reinforcement of Aggressor's initial attack was not possible

on a large scale. The land battle in West Germany and at the Rhine defensive line resulted in such losses to both forces that all large scale movement came to a halt during the fall months. During the winter the Rhine defenses held firm and the conditions in the rear of Aggressor forces deteriorated badly as a result of satellite unrest and the destruction of his homeland. During the same period the United States was partially able to rebuild its forces in NATO and a large, but inadequately equipped, French Army was mobilized. The surviving West German forces, constituting a four division corps and supporting forces, became part of this army. Strategic intelligence indicated this spring that, if NATO could take the offensive and linkup with resistance movements in Germany and Czechoslovakia, mass uprisings would occur in these and other satellite countries and Aggressor resistance would collapse. By this time the buildup of NATO tactical air forces and the intensive campaign against Aggressor nuclear delivery means had given NATO an offensive capability.

### C. GROUND SITUATION

#### 1. NATO Forces

The 30th (US) Army, a part of the Central Army Group, crossed the Rhine River on 3 July. The attack was initiated with numerous nuclear attacks east of the Rhine. By exploiting the effects of these weapons, NATO forces were able to advance rapidly toward the cities of Kassel, Nurnberg, and Munchen. However, Aggressor resistance began to stiffen on 8 August along the entire front. 30th (US) Army was ordered to assume a defensive posture east of the Altmuhl and Wertach Lech Rivers. Preparations are being made to continue the attack on 16 August to seize crossing sites over the Ludwigs Kanal to ensure the rapid advance of NATO forces to border areas where linkup with guerrilla forces will be accomplished.

## 2. 1st (US) Corps

The 1st (US) Corps, a part of the 30th Army is organized as a four division corps with supporting troops. On 10 August the attacking elements of the corps were ordered to assume a defensive posture along the Wornitz River in order to reorganize and resupply prior to continuing the attack on 16 August. Units average approximately 85 percent strength but, because of equipment shortages, are considered only 75 percent combat effective. There has been a continuing shortage of all supplies, replacement personnel, and equipment. Since the Rhine crossing most replacement of personnel and equipment have come from the cannibalization of battle damaged units. However, 30th Army has indicated that all corps signal units will receive personnel and equipment to fill all existing TOE shortages prior to 16 August.

### D. REQUIREMENT

Acting as the 1st (US) Corps Signal Battalion commander and staff you are to locate signal sites, place communications equipment, and install systems in the corps area of operations to support the corps during the defensive phase. Subsequent to initial installation you are to take whatever action necessary to maintain these communications to the best of your ability.

## COMPUTER PROGRAM

This section of the thesis provides a listing of the computer assisted game which was developed.



MAI00C010  
 MAI000020  
 MAI000030  
 MAI000040  
 MAI000050  
 MAI000060  
 MAI000070  
 MAI000080  
 MAI000090  
 MAI000100  
 MAI000110  
 MAI000120  
 MAI000130  
 MAI000140  
 MAI000150  
 MAI000160  
 MAI000170  
 MAI000180  
 MAI000190  
 MAI000200  
 MAI000210  
 MAI000220  
 MAI000230  
 MAI000240  
 MAI000250  
 MAI000260  
 MAI000270  
 MAI000280  
 MAI000290  
 MAI000300  
 MAI000310  
 MAI000320  
 MAI000330  
 MAI000340  
 MAI000350  
 MAI000360  
 MAI000370  
 MAI000380  
 MAI000390  
 MAI000400  
 MAI000410  
 MAI000420  
 MAI000430  
 MAI000440  
 MAI000450  
 MAI000460  
 MAI000470  
 MAI000480

```

COMMON/C5/IEVCAL(100),JEVCAL(100),ITIME,IEVCUR
CALL INPT
CALL ASSIGN
CALL TABLE(0)
CALL GENTAB(0)
INITIALIZE DAY AND TIME
IDAY=1
ITIME=0
IF CALENDER OF FUTURE EVENTS DOESNT HAVE 50 EVENTS ADD EVENTS
2 IF(IEVCAL(50).NE.0)GO TO 1
CALL SEARCH
IS NEXT SCHEDULED EVENT LESS THAN 30 MINUTES AWAY
1 IF(JEVCAL(1)-ITIME.LE.30)GO TO 3
UPDATE SIMULATION TIME
ITIME=ITIME+30
CALL UPDATE(30)
GO TO 4
DESIGNATE NEXT EVENT AS CURRENT EVENT
3 IEVCUR=IEVCAL(1)
ISUB=JEVCAL(1)-ITIME
ITIME=JEVCAL(1)
TOP JUSTIFY FUTURE EVENTS CALENDER
DO 5 I=2,100
  JEVCAL(I-1)=JEVCAL(I)
  IEVCAL(I-1)=IEVCAL(I)
  IEVCAL(100)=0
  JEVCAL(100)=0
  UPDATE SIMULATION TIME
  CALL UPDATE(100)
  PERFORM ACTIONS CALLED FOR BY CURRENT EVENT
  9 CALL SWITCH
  PRINT TIME
  4 CALL TIME(ITIME,IDAY)
  ACCEPT STUDENT DECISION
  WRITE(6,6) ENTER DECISION// ' XXX' )
  6 FORMAT(// IEVCUR
  7 FORMAT(I3)
  WRITE(6,8) IEVCUR
  8 FORMAT(I4//)
  IF DECISION REQUIRES ACTION TAKE IT
  IF(IEVCUR.EQ.0) GO TO 2
  GO TO 9
  
```

```

C
END
MAI0C45C
MAI0C5CC

SUBROUTINE INPT

THIS SUBROUTINE IS USED FOR INITIAL PLACEMENT OF COMMUNICATIONS
EQUIPMENT AND INSTALLATION OF RADIO AND CABLE SYSTEMS FOR
THE DEFENSE

COMMON/C1/LOCST (30), IM102 (22), IM103 (32), IMCC6 (17), IV26 (21),
1IGRC50(140), ITCC7(56), IGRC25(21), IRPSYS(50), IHFSYS(20), ICRSYS (
210), IDLW1 (30), IGEN (54), LCCHC(22)
COMMON/C2/IREAD, IWRITE
COMMON/C3/IG50FL(140), IT7FL(55), IG26FL(21), IGENFL(54)
COMMON/C6/IX

ENTER GAMEWORD AND SET LOGICAL UNIT NUMBERS FOR INPUT AND
OUTPUT DEVICES

WRITE(6,200)
FORMAT(//, 'INPUT GAMEWORD', // XX')
READ(5,201) IREAD, IWRITE
FORMAT(211)
WRITE(6,206)
FORMAT(//, 'INPUT CDD RANDOM NUMBER', // XXXXXXXX')
READ(5,207) IX
FORMAT(17)
IF(IREAD.EQ.0) GO TO 210
WRITE(6,202)
FORMAT(//, 'INPUT IS ENTERED BY CARDS')
210 IF(IWRITE.EQ.0) GO TO 211
WRITE(6,204)
FORMAT(//, 'COMPLETE SYSTEM AND GENERATOR TABLES ARE PRINTED BY HIGH
204 SPEED PRINTER')
GO TO 212
211 WRITE(6,205)
205 FORMAT(//, 'COMPLETE SYSTEM TABLE IS PRINTED AT TERMINAL')
212 IN=5
IOUT=6
IF(IREAD.EQ.1) IN=4
IF(IREAD.EQ.1) IOUT=7

WRITE(IOUT,1)

```

```

C      INPUT NUMBER AND LOCATION OF COMMUNICATIONS SITES
C
1  FORMAT(/,3X,'*** GAME INITIALIZATION ***',//6X,'* SITE INFORMATION
1  *,//, NUMBER OF SITES =',//, XX,')
2  READ(IN,2)NSITES
2  FORMAT(I2)
3  WRITE(OUT,3)NSITES
3  FORMAT(I3//)
C
DO 10 I=1,NSITES
  WRITE(OUT,4)I
  FORMAT(/, SITE',I3,' LOCATION',// XXXXXX ')
4  READ(IN,5)LOCSIT(I)
5  FORMAT(I6)
10  WRITE(OUT,62)LOCSIT(I)
62  FORMAT(I7)
C
12  WRITE(OUT,6)
6  FORMAT(/, DO YOU WISH TO CHANGE SITES OR LOCATIONS ? (NO = 0, YES =
1  1),//, X,')
1  READ(IN,7)ICH
7  FORMAT(I1)
  WRITE(OUT,7)ICH
  IF (ICH.NE.1) GO TO 11
  WRITE(OUT,9)
9  FORMAT(/, SITE NUMBER CHANGED =',//, XX,')
  READ(IN,2)II
  WRITE(OUT,3)II
  WRITE(OUT,4)II
  READ(IN,5)LOCSIT(II)
  WRITE(OUT,62)LOCSIT(II)
  GO TO 12
11  CONTINUE
C
      INPUT MULTICHANNEL RADIO RELAY SYSTEMS
C
IDSYS=1
WRITE(OUT,61)
61  FORMAT(/,3X,'*** MULTICHANNEL RADIO RELAY SYSTEMS ***',//, NUMBER 0
1  IF MULTICHANNEL LINKS =',//, XX,')
  READ(IN,2)NSYS
  WRITE(OUT,3)NSYS
  IF(NSYS.EQ.0) GO TO 23
  WRITE(OUT,14)
14  FORMAT(/, NUM, FROM, TC',//, X XX XX,')
  DO 13 I=1,NSYS
  READ(IN,15)NUM,IFROM,I TO
15  FORMAT(I1,I1X,I2,I1X,I2)

```

```

C C C
13 WRITE(IOUT,63)NUM,IFRCM,ITC
13 FORMAT(12,1X,12,1X,12//)
13 IRRSYS (I)=(NUM*10000+IFRCM*100+ITC)*10
C C C
16 ALLOWS FOR CHANGING OF COMMUNICATIONS SYSTEMS
26 WRITE(IOUT,16)
16 FORMAT(/, DO YOU WISH TO CHANGE ANY SYSTEM ? (NO = 0, YES = 1),/)
16 1X,/)
16 READ(IN,7)ICH
16 WRITE(IOUT,7)ICH
16 IF(ICH.EQ.1) GO TO 17
16 GO TO (23,24,25),IDSYS
17 WRITE(IOUT,18)
18 FORMAT(/, SEQUENCE NUMBER OF SYSTEM (1,2,3,...) =//, XX,/)
18 READ(IN,2)I
18 WRITE(IOUT,2)I
18 WRITE(IOUT,14)
18 READ(IN,15)NUM,IFRCM,ITC
18 WRITE(IOUT,63)NUM,IFRCM,ITC
18 IDUM=(NUM*10000+IFRCM*100+ITC)*10
18 GO TO (19,20,21),IDSYS
19 IRRSYS (I)=IDUM
20 GO TO 22
20 IHSYS (I)=IDUM
21 GO TO 22
21 ICRSYS (I)=IDUM
22 GO TO 26
C C C
23 INPUT HIGH FREQUENCY RADIO SYSTEMS
23 IDSYS=2
23 WRITE(IOUT,30)
23 FORMAT(/,3X,/,** H-F RADIO SYSTEMS ***//, NUMBER OF H-F SYSTEMS =
1,/, XX,/)
23 READ(IN,2)NSYS
23 WRITE(IOUT,3)NSYS
23 IF(NSYS.EQ.0) GO TO 24
23 DO 27 J=1,NSYS
23 WRITE(IOUT,14)
23 READ(IN,15)NUM,IFRCM,ITC
23 WRITE(IOUT,63)NUM,IFRCM,ITC
23 IHSYS (J)=(NUM*10000+IFRCM*100+ITC)*10
23 GO TO 26
C C C
24 INPUT MULTICHANNEL CABLE SYSTEMS
24 IDSYS=3

```



```

28 WRITE(IOUT,28)
   FORMAT(/,3X,'***SPIRAL-4 CABLE SYSTEMS ***',/, 'NUMBER OF CABLE SYS
1EMS =',/, XX ')
   READ(IN,2)NSYS
   WRITE(IOUT,3)NSYS
   IF(NSYS.EQ.0) GO TO 25
   WRITE(IOUT,14)
   DO 29 K=1,NSYS
     READ(IN,15)NUM,IFRCM,I TO
     WRITE(IOUT,63)NUM,IFRCM,ITC
29 ICBSYS(K)=(NUM*10000+IFROM*100+ITO)*10
   GO TO 26

25 CONTINUE

   INPUT LOCATIONS OF COMMUNICATIONS VEHICLES AND GENERATORS

   DO 50 IDVEH=1,5
     L=0
     GO TO (51,52,53,54,58),IDVEH
52 WRITE(IOUT,55)
55 FORMAT(/,3X,'*** MRC-103 ***',/, 'NUMBER OF SITES AT WHICH MRC-103,
1'S ARE LOCATED =',/, XX ')
     GO TO 48
53 WRITE(IOUT,56)
56 FORMAT(/,3X,'*** MCC-6 ***',/, 'NUMBER OF SITES AT WHICH MCC-6'S A
1RE LOCATED =',/, XX ')
     GO TO 48
54 WRITE(IOUT,57)
57 FORMAT(/,3X,'*** AN/GRC-26 ***',/, 'NUMBER OF SITES AT WHICH AN/GRC
1-26'S ARE LOCATED =',/, XX ')
     GO TO 48
58 WRITE(IOUT,59)
59 FORMAT(/,3X,'*** GENERATORS ***',/, 'NUMBER OF SITES AT WHICH GENER
1ATORS ARE LOCATED =',/, XX ')
     GO TO 48
51 WRITE(IOUT,31)
31 FORMAT(/,3X,'*** MRC-102 ***',/, 'NUMBER OF SITES AT WHICH MRC-102,
1'S ARE LOCATED =',/, XX ')
48 READ(IN,2)N
   WRITE(IOUT,3)N
   IF(N.EQ.0) GO TO 50
   DO 65 I=1,30
     IDUM1(I)=0
65 WRITE(IOUT,33)
33 FORMAT(/, 'SITE, NUM',/, XX XX ')
   DO 32 LL=1,N
     READ(IN,34)II,IDUM1(II)

```

```

C C C
24 FORMAT(I2,I1,I2)
44 FORMAT(I3,I1,I2/)
32 WRITE(IOUT,64)II,INDUM1(II)
   ALLOWS FOR CHANGING LOCATION OF VEHICLES AND GENERATORS
C C C
41 WRITE(IOUT,35)
35 FORMAT(/,DO YOU WISH TO CHANGE ANY SITE/VEHICLE COMBINATIONS ? (N
   ID=0,YES=1),/,X')
   READ(IN,7)ICH
   WRITE(IOUT,7)ICH
   IF(ICH.EQ.0)GO TO 40
   WRITE(IOUT,33)
   READ(IN,34)II,INDUM1(II)
   WRITE(IOUT,64)II,INDUM1(II)
   GO TO 41
   ASSIGNS COMMUNICATIONS VEHICLES AND GENERATORS BY ITEM NUMBER
   TO THE SITES
C C C C
40 DO 42 J=1,30
   IF(INDUM1(J).EQ.0)GO TO 42
   KK=INDUM1(J)
   DO 43 K=1,KK
   L=L+1
   GO TO (44,45,46,47,50),IPVEH
44 IM1C2(L)=100*J
   GO TO 43
45 IM1C3(L)=100*J
   GO TO 43
46 IMCC6(L)=100*J
   GO TO 43
47 IV26(L)=100*J
   GO TO 43
48 IGEN(L)=100*J
49 CONTINUE
50 CONTINUE
   ASSIGN INITIAL FAILURE TIMES TO COMMUNICATIONS VEHICLES AND
   EQUIPMENT
C C C C
CALL INFAIL(5760.,8300000.,0.,11520.,21600.,1.,IGENFL,54)
CALL INFAIL(5760.,8300000.,0.,11520.,21600.,1.,IG50FL,140)
CALL INFAIL(5760.,8300000.,0.,11520.,21600.,1.,IT7FL,56)
CALL INFAIL(5760.,8300000.,0.,11520.,21600.,1.,IG25FL,21)
CALL INFAIL(200.,10000.,0.,400.,750.,10000.,IMIO3,32)
CALL INFAIL(200.,10000.,0.,400.,750.,10000.,IMIO3,32)

```



INP02370  
INP02380  
INP02390  
INP02400  
INP02410  
INP02420  
INP02430

CALL INFALL(200.,10000.,0.,400.,750.,10000.,IMCC6,17)  
CALL INFALL(200.,10000.,0.,400.,750.,10000.,IV26,21)  
CALL INFALL(200.,10000.,0.,400.,750.,10000.,IGEN,54)

RETURN  
END

ASSCC01C  
ASSCC020  
ASSCC03C  
ASSCC04C  
ASSCC050  
ASSCC060  
ASSCC070  
ASSCC080  
ASSCC090  
ASSCC100  
ASSCC110  
ASSCC120  
ASSCC130  
ASSCC140  
ASSCC150  
ASSCC160  
ASSCC170  
ASSCC180  
ASSCC190  
ASSCC200  
ASSCC210  
ASSCC220  
ASSCC230  
ASSCC240  
ASSCC250  
ASSCC260  
ASSCC270  
ASSCC280  
ASSCC290  
ASSCC300  
ASSCC310  
ASSCC320  
ASSCC330  
ASSCC340  
ASSCC350  
ASSCC360  
ASSCC370  
ASSCC380  
ASSCC390

SUBROUTINE ASSIGN  
  
THIS SUBROUTINE ASSIGNS RADIOS AND MULTIPLEX EQUIPMENT TO  
VEHICLES AND SYSTEMS

ASSIGN RADIO AND MULTIPLEX EQUIPMENT

COMMON/C1/LOCSTI(30),IM102(22),IM103(32),IMCC6(17),IV26(21),  
IGRC50(140),ITCC7(56),IGRC26(21),IRRSYS(50),IHFSYS(10),  
IDUM1(30),IGEN(54),LOCHQ(22)  
COMMON/C4/IG50FL(140),IT7FL(56),IG26FL(21),IGENFL(54),ISITFL(30)  
COMMON/C6/IX  
DIMENSION ISITE(2)

ASSIGN AN/GRC-50'S TO AN/MRC-102'S

K=0  
DO 200 I=1,22  
DO 200 J=1,2  
K=K+1  
200 IGRC50(K)=(100+I)\*100000

ASSIGN AN/GRC-50'S TO AN/MRC-103'S

DO 201 I=1,32  
DO 201 J=1,3  
K=K+1  
201 IGRC50(K)=(200+I)\*100000

ASSIGN AN/TCC-7'S TO AN/MRC-102'S

DO 202 I=1,22  
KK=I  
202 ITCC7(I)=(100+I)\*100000

ASSIGN AN/TCC-7'S TO AN/MCC-6'S



```

IF(J.EQ.2) GO TO 107
IF(NSITE.NE.IFROM) GO TO 104
ITCC7(L)=ITCC7(L)+ITO*100+NSTM*10000+1
GO TO 101
107 IF(NSITE.NE.ITO) GO TO 104
ITCC7(L)=ITCC7(L)+IFROM*100+NSTM*10000+1
GO TO 101
104 CONTINUE
C
C
C WRITE ERROR MESSAGE IF SPARE TCC-7 CANNOT BE LOCATED
C
C IF(J.EQ.1) WRITE(6,105)IFROM
C IF(J.EQ.2) WRITE(6,105)ITO
105 FORMAT(/' INSUFFICIENT AN/TCC-7'S AT SITE',I3/)
C
101 CONTINUE
100 CONTINUE
C
C *****
C DETERMINE WHICH HEADQUARTERS RADIO SITES ARE SUPPORTING
C
DO 300 I=1,30
IF(LOCSIT(I).EQ.0) GO TO 300
CHECK EACH HEADQUARTERS
DO 301 J=1,22
FIND DISTANCE FROM SITE TO HEADQUARTERS
DISTSQ=((LOCSIT(I)/1000-LOCHQ(J)/1000)**2)+((LOCSIT(I)-(LOCSIT(I)-
1/1000)*1000)-(LOCHQ(J)-LOCHQ(J)/1000)*1000)**2)
DIST=SQRT(DISTSQ)
IS HEADQUARTERS CHECKED CORPS MAIN, ALT, OR CORPS ARTY HQ?
IF(J.GE.4) GO TO 302
CHECK DISTANCE BETWEEN SITE AND HEADQUARTERS
IF(DIST.LE.10.) GO TO 303
GO TO 301
302 IF(DIST.LE.5.) GO TO 303
301 CONTINUE
C ASSIGN SITES TO HEADQUARTERS
LOC SIT(I)=LOCSIT(I)+99000000
GO TO 300
303 LOC SIT(I)=LOCSIT(I)+J*1000000
300 CONTINUE
C
C *****
C ASSIGN EQUIPMENT TO RADIO RELAY SYSTEMS
C
C IFLAG1 - 1 = CANNOT FIND UNUSED TCC-7 IN MCC-6 FOR SITE

```

```

2 = FOUND 1 SPARE TCC-7 IN MCC-6 FOR SITE "FROM"
3 = FOUND 1 SPARE TCC-7 IN MCC-6 FOR SITE "TO"
IFLAG2 - 0 = SITE IS A TERMINAL
IFLAG2 - 1 = SITE IS A RELAY
IFLAG2 - 0 = GRC50 IN MRC-102 CHECKED FOR USE AS TERMINAL
IFLAG2 - 1 = GRC50 IN MRC-102 CHECKED FOR USE AS RELAY

DO FOR EACH RADIO RELAY SYSTEM
DO 400 I=1,50
IF (IRRSYS(I).EQ.0) GO TO 400
Determine FROM AND TO SITES
ISITE(1)=(IRRSYS(I))-(IRRSYS(I)/(100000)*100000)/1000
ISITE(2)=(IRRSYS(I))-(IRRSYS(I)/(1000)*1000)/10
NSTIME=IRRSYS(I)/100000
DO FOR FROM AND TO SITES
DO 401 J=1,2
IFLAG2=0
IS THIS A RELAY SITE?
IF (LDCSIT(ISITE(J))/1000000.NE.99) GO TO 420
IFLAG2=1
GO TO 407
IS SITE SUPPORTING CORPS MAIN, ALT, OR ARTY HQ?
IF (LDCSIT(ISITE(J))/1000000.GE.4) GO TO 415

420 SEARCH FOR SPARE TCC-7 IN MCC-6
DO 404 K=23,55
IS TCC-7 USED?
IF ((ITCC7(K)-(ITCC7(K)/100000)*100000)/100.NE.0) GO TO 404
NUMVEH=(K-23)/2+1
NSITE=(IMCC6(NUMVEH)-(IMCC6(NUMVEH)/10000)*10000)/100
CHECK FROM OR TO SITE AS APPROPRIATE
IF (J.CO.2) GO TO 405
IS SITE OF SPARE TCC-7 THE SITE WE ARE LOOKING FOR?
IF (NSITE.NE.ISITE(1)) GO TO 404
KK=K
GO TO 407.
405 IF (NSITE.NE.ISITE(2)) GO TO 404
KK=K
GO TO 407
404 CONTINUE
GO TO 415

SEARCH MRC-103'S FOR SPARE GRC-50'S
IFLAG1=1
DO 408 L=1,140
IS GRC-50 IN USE?
IF ((IGRC50(L)-(IGRC50(L)/100000)*100000)/100.NE.0) GO TO 408

```



```

C      NUMVEH=(L-45)/3+1
      NSITE=(IM103(NUMVEH)-(IM103(NUMVEH)/10000)*10000)/100
      CHECK FROM OR TO SITES AS APPROPRAITE
      IF(J.EQ.2)GO TO 409
      IF(NSITE.NE.ISITE(1))GC TO 408
      IF(IFLAG1.EQ.2)GO TO 411
      IFLAG1=2
      LL=L
      IS NEXT SEQUENCE RADIO IN SAME VEHICLE?
C 411 IF(NUMVEH.NE.(L-44)/3+1)GO TO 408
      IF(IFLAG2.EQ.0)ITCC7(KK)=ITCC7(KK)+ISITE(2)*100+NSTM*10000+2
      IGR50(L)=IGRC50(L)+ISITE(2)*100+NSTM*10000+2
      GO TO 401
C 409 IF(NSITE.NE.ISITE(2))GC TO 408
      IF(IFLAG1.EQ.3)GO TO 412
      IFLAG1=3
      LL=L
C 412 IF(NUMVEH.NE.(L-44)/3+1)GO TO 408
      IF(IFLAG2.EQ.0)ITCC7(KK)=ITCC7(KK)+ISITE(1)*100+NSTM*10000+2
      IGR50(L)=IGRC50(L)+ISITE(1)*100+NSTM*10000+2
      GO TO 401
C 408 CONTINUE
C
C      GO TO (415,413,414),IFLAG1
C      WAS ABLE TO FIND MRC-103 WITH ONE SPARE RADIO
C 413 IF(IFLAG2.EQ.0)ITCC7(KK)=ITCC7(KK)+ISITE(2)*100+NSTM*10000+2
      IGR50(LL)=IGRC50(LL)+ISITE(2)*100+NSTM*10000+2
      GO TO 401
C 414 IF(IFLAG2.EQ.0)ITCC7(KK)=ITCC7(KK)+ISITE(1)*100+NSTM*10000+2
      IGR50(LL)=IGRC50(LL)+ISITE(1)*100+NSTM*10000+2
      GO TO 401
C
C      SEARCH FOR MRC-102 WITH SPARE EQUIPMENT
C 415 DO 416 M=1,22
      IFLAG3=C
      MM=(2*M)-1
      IF(IFLAG2.EQ.1)GO TO 421
      IS TCC-7 USED
C      IF(ITCC7(M)-(ITCC7(M)/100000)*100000)/100.NE.0)GO TO 416
C      IS GR50 USED
C 421 IF(IGRC50(MM)-(IGRC50(MM)/100000)*100000)/100.NE.0)GO TO 422
      NSITE=(IM102(M)-(IM102(M)/10000)*10000)/100
      ASSIGN TCC-7 AND/OR GR50 TO SYSTEMS
C      IF(J.EQ.2)GO TO 417
      IF(NSITE.NE.ISITE(1))GC TO 416
      IF(IFLAG2.EQ.0)ITCC7(M)=ITCC7(M)+ISITE(2)*100+NSTM*10000+2
      IGR50(MM)=IGRC50(MM)+ISITE(2)*100+NSTM*10000+2
      GO TO 401

```

ASSC1840  
 ASSC01850  
 ASSC01860  
 ASSC01870  
 ASSC01880  
 ASSC01890  
 ASSC01900  
 ASSC01910  
 ASSC01920  
 ASSC01930  
 ASSC01940  
 ASSC01950  
 ASSC01960  
 ASSC01970  
 ASSC01980  
 ASSC01990  
 ASSC02000  
 ASSC02010  
 ASSC02020  
 ASSC02030  
 ASSC02040  
 ASSC02050  
 ASSC02060  
 ASSC02070  
 ASSC02080  
 ASSC02090  
 ASSC02100  
 ASSC02110  
 ASSC02120  
 ASSC02130  
 ASSC02140  
 ASSC02150  
 ASSC02160  
 ASSC02170  
 ASSC02180  
 ASSC02190  
 ASSC02200  
 ASSC02210  
 ASSC02220  
 ASSC02230  
 ASSC02240  
 ASSC02250  
 ASSC02260  
 ASSC02270  
 ASSC02280  
 ASSC02290  
 ASSC02300  
 ASSC02310

[illegible]









TABCC74C  
TABCC75C  
TABCC76C  
TABCC77C  
TABCC78C  
TABCC79C  
TABCC80C  
TABCC81C  
TABCC82C  
TABCC83C  
TABCC84C  
TABCC85C  
TABCC86C  
TABCC87C  
TABCC88C  
TABCC89C  
TABCC90C  
TABCC91C  
TABCC92C  
TABCC93C  
TABCC94C  
TABCC95C  
TABCC96C  
TABCC97C  
TABCC98C  
TABCC99C  
TABCC100C  
TABCC101C  
TABCC102C  
TABCC103C  
TABCC104C  
TABCC105C  
TABCC106C  
TABCC107C  
TABCC108C  
TABCC109C  
TABCC110C  
TABCC111C  
TABCC112C  
TABCC113C  
TABCC114C  
TABCC115C  
TABCC116C  
TABCC117C  
TABCC118C  
TABCC119C  
TABCC120C  
TABCC121C

```

IFLAG2=1
NUM3=2
NUM4=1
CHECK IF SYSTEM IS OPERATIONAL
CALL SYSOP(IIRSYS,NSYS,NSITE,IOSITE,NUM4,50,IFROM,IIO,II)
GO TO 6
CONTINUE
101 IFLAG2=C
      3
      6 IF(JFIRST.GT.ILAST)GO TO 102
CHECK EACH RADIO FOR OPERATIVENESS
DO 7 L=JFIRST,ILAST
  IS RADIO OPERATIVE
  IF((IGRC50(L)-(IGRC50(L)/100)*100)/10.EQ.0)GO TO 7
  NUM5=1
  IFLAG3=JFIRST+1
  GO TO 8
      7 CONTINUE
102 IF(IFLAG3=C
  IF(1+IFLAG1+IFLAG2+IFLAG3.EQ.0)GO TO 2
  CALL TABLE1(IFLAG1,IFLAG2,IFLAG3,VEHIO,STATUS,SYSTYP,EQUIP,
    1 NUM1,NUM2,NUM3,NUM4,NUM5,IFROM,IIO,NSYS,J,ICUT)
  GO TO 100
      2 CONTINUE
CHECK FOR ANY MCC-6'S
SIMILAR LOGIC TO MCC-103'S, THEREFORE SAME COMMENTS HOLD
DO 602 J=1,17
  IF((IMCC6(J)-(IMCC6(J)/10000)*10000)/100.NE.NSITE)GO TO 602
  NUM1=2
  NUM2=1
  IF((IMCC6(J)-(IMCC6(J)/100)*100)/10.EQ.1)NUM2=2
  IFIRST=22+J*2-1
  JFIRST=IFIRST
  ILAST=IFIRST+1
  IFLAG1=1
  IF(1+JFIRST.GT.ILAST)GO TO 701
  DO 603 K=IFIRST,ILAST
    IFIRST=K+1
    ISYS=(ITCC7(K)-(ITCC7(K)/100000)*100000)/100
    IF(1+ISYS.EQ.0)GO TO 603
    NSYS=1+ISYS/100
    IOSITE=ISYS-(ISYS/100)*100
    IFLAG2=1
    NUM3=ITCC7(K)-(ITCC7(K)/10)*10
      700

```



```

NUM4=1
GO TO (750,751),NUM3
75C CALL SYSOP(ICBSYS,NSYS,NSITE,IDSITE,NUM4,10,IFROM,ITO,11)
GO TO 606
751 CALL SYSOP(IRRSYS,NSYS,NSITE,IDSITE,NUM4,50,IFROM,ITO,11)
GO TO 606
603 CONTINUE
701 IFLAG2=0
606 IF(JFIRST.GT.ILAST)GO TO 702
IF(JFIRST,ILAST
DO 607 L=JFIRST,ILAST
IF((ITCC7(L)-(ITCC7(L)/100)*100)/10.EQ.0)GO TO 607
NUM5=2
IFLAG3=1
JFIRST=JFIRST+1
GO TO 608
607 CONTINUE
702 IFLAG3=0
608 IF(FLAG1+IFLAG2+IFLAG3.EQ.0)GO TO 602
CALL TABLE1(FLAG1,IFLAG2,IFLAG3,VEHID,STATUS,SYSTYP,EQUIP,NUM1,
INUM2,NUM3,NUM4,NUM5,IFROM,ITO,NSYS,J,IOUT)
GO TO 700
602 CONTINUE
C
C CHECK FOR MRC-102'S
DO 802 J=1,22
IS MRC-102 AT SITE?
IF((IM102(J)-(IM102(J)/100000)*100000)/100.NE.NSITE)GO TO 802
INITIALIZE ARRAY USED TO PREVENT DUPLICATE LISTING OF SYSTEMS
DO 899 II=1,3
JSYS(II)=0
899 IISYS=1
NUM1=3
ICLK1=C
ICLK2=0
NUM2=1
IS VEHICLE OPERATIVE?
IF((IM102(J)-(IM102(J)/100)*100)/10.EQ.1)NUM2=2
C
C NUMBER FIRST AND LAST RADIOS
IFIRST=J*2-1
JFIRST=IFIRST
ILAST=IFIRST+1
IFLAG1=1
900 IF(IFIRST.GT.ILAST)GO TO 901
CHECK EACH RADIO FOR SYSTEM
DO 803 K=IFIRST,ILAST
IFIRST=IFIRST+1
ISYS=(IGRC50(K)-(IGRC50(K)/100000)*100000)/100
IF(IISYS.EQ.0)GO TO 803

```

TAB011220  
TAB011230  
TAB011240  
TAB011250  
TAB011260  
TAB011270  
TAB011280  
TAB011290  
TAB011300  
TAB011310  
TAB011320  
TAB011330  
TAB011340  
TAB011350  
TAB011360  
TAB011370  
TAB011380  
TAB011390  
TAB011400  
TAB011410  
TAB011420  
TAB011430  
TAB011440  
TAB011450  
TAB011460  
TAB011470  
TAB011480  
TAB011490  
TAB011500  
TAB011510  
TAB011520  
TAB011530  
TAB011540  
TAB011550  
TAB011560  
TAB011570  
TAB011580  
TAB011590  
TAB011600  
TAB011610  
TAB011620  
TAB011630  
TAB011640  
TAB011650  
TAB011660  
TAB011670  
TAB011680  
TAB011690

```

C
FOUND SYSTEM - ENTER IT IN ARRAY PREVENTING DUPLICATE LISTING
ICHECK=ISYS*10+(IGRC50(K)-(IGRC50(K)/10)*10
JISYS(IISYS)=ICHECK
IISYS=IISYS+1
NISYS=ISYS/100
IDSLTF=ISYS-(ISYS/100)*100
IFLAG2=1
NUM3=IGRC50(K)-(IGRC50(K)/10)*10
NUM4=1
CALL SYSDP(IRRSYS,NSYS,NSITE,IDSITE,NUM4,50,IFROM,ITC,II)
GO TO 906
CONTINUE
CHECK TCC-7 FOR SYSTEM
ICHECK=ICHECK1.EQ.1)GO TO 950
ICHECK1=1
ISYS=(ITCC7(J)-(ITCC7(J)/100000)*100000)/100
IF (ISYS.EQ.0)GO TO 950
CHECK TO SEE IF SYSTEM HAS ALREADY BEEN LISTED
ICHECK=ISYS*10+(ITCC7(J)-(ITCC7(J)/10)*10
DO 999 JJ=1,IISYS
IF (JISYS(JJ).EQ.ICHECK)GO TO 950
CONTINUE
NISYS=ISYS/100
IDSLTF=ISYS-(ISYS/100)*100
IFLAG2=1
NUM3=ITCC7(J)-(ITCC7(J)/10)*10
NUM4=1
GO TO (952,953),NUM3
CALL SYSDP(ICRSYS,NSYS,NSITE,IDSITE,NUM4,10,IFROM,ITC,II)
GO TO 906
CALL SYSDP(IRPSYS,NSYS,NSITE,IDSITE,NUM4,50,IFROM,ITC,II)
GO TO 906
IFLAG2=0
CHECK FOR OPERATIVENESS OF GRC-50'S
IF (JFIRST.GT.ILAST)GO TO 902
DO 907 L=JFIRST,ILAST
IF ((IGRC50(L)-(IGRC50(L)/100)*100)/10.EQ.0)GO TO 907
NUM5=1
IFLAG3=1
JFIRST=JFIRST+1
GO TO 956
CONTINUE
CHECK FOR OPERATIVENESS OF TCC-7'S
ICHECK=ICHECK2.EQ.1)GO TO 954
ICHECK2=1
IF ((ITCC7(J)-(ITCC7(J)/100)*100)/10.EQ.0)GO TO 954
NUM5=2
IFLAG3=1

```

```

TAB0C1770C
TAB0C1771C
TAB0C1772C
TAB0C1773C
TAB0C1774C
TAB0C1775C
TAB0C1776C
TAB0C1777C
TAB0C1778C
TAB0C1779C
TAB0C1780C
TAB0C1781C
TAB0C1782C
TAB0C1783C
TAB0C1784C
TAB0C1785C
TAB0C1786C
TAB0C1787C
TAB0C1788C
TAB0C1789C
TAB0C1790C
TAB0C1791C
TAB0C1792C
TAB0C1793C
TAB0C1794C
TAB0C1795C
TAB0C1796C
TAB0C1797C
TAB0C1798C
TAB0C1799C
TAB0C1800C
TAB0C1801C
TAB0C1802C
TAB0C1803C
TAB0C1804C
TAB0C1805C
TAB0C1806C
TAB0C1807C
TAB0C1808C
TAB0C1809C
TAB0C1810C
TAB0C1811C
TAB0C1812C
TAB0C1813C
TAB0C1814C
TAB0C1815C
TAB0C1816C
TAB0C1817C
TAB0C1818C
TAB0C1819C
TAB0C1820C
TAB0C1821C
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TAB0C1832C
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TAB0C1982C
TAB0C1983C
TAB0C1984C
TAB0C1985C
TAB0C1986C
TAB0C1987C
TAB0C1988C
TAB0C1989C
TAB0C1990C
TAB0C1991C
TAB0C1992C
TAB0C1993C
TAB0C1994C
TAB0C1995C
TAB0C1996C
TAB0C1997C
TAB0C1998C
TAB0C1999C
TAB0C2000C

```



```

954 GO TO 956
956 IFLAG3=0
    IF( IFLAG1+IFLAG2+IFLAG3.EQ.0)GO TO 802
    CALL TABLE1( IFLAG1, IFLAG2, IFLAG3, VEHID, STATUS, SYSTYP, EQUIP, NUM1,
    1 NUM2, NUM3, NUM4, NUM5, IFRM, ITC, NSYS, J, IOUT )
    GO TO 900
802 CONTINUE
C
C CHECK FOR ANY GRC-26'S
DO 302 J=1,21
    IS GRC-26 AT SITE?
    IF( (IV26(J)-(IV26(J)/10000)*10000)/100.NE.NSITE)GO TO 302
    IFLAG1=1
    NUM1=4
    NUM2=1
    IS VEHICLE OPERABLE
    IF( (IV26(J)-(IV26(J)/100)*100)/10.EQ.1)NUM2=2
    CHECK FOR SYSTEM ON RADIO
    ISYS=(IGRC26(J)-(IGRC26(J)/100000)*100000)/100
    IF( ISYS.EQ.0)GO TO 303
    NSYS=ISYS/100
    IDSITE=ISYS-(ISYS/100)*100
    IFLAG2=1
    NUM3=3
    NUM4=1
    CALL SYSOP( IHFSYS, NSYS, NSITE, IDSITE, NUM4, 20, IFROM, ITO, II )
    GO TO 306
303 IFLAG2=0
C CHECK RADIO FOR OPERATIVENESS
306 IF( (IGRC26(J)-(IGRC26(J)/100)*100)/10.EQ.0)GO TO 307
    NUM5=3
    IFLAG3=1
    GO TO 308
307 IFLAG3=0
308 IF( IFLAG1+IFLAG2+IFLAG3.EQ.0)GO TO 302
    CALL TABLE1( IFLAG1, IFLAG2, IFLAG3, VEHID, STATUS, SYSTYP, EQUIP, NUM1,
    1 NUM2, NUM3, NUM4, NUM5, IFRM, ITC, NSYS, J, IOUT )
    GO TO 302
302 CONTINUE
C
C 1 CONTINUE
C
C RETURN
C
C END

```

TAB021E0  
 TAB02190  
 TAB022C0  
 TAB02210  
 TAB02220  
 TAB02230  
 TAB02240  
 TAB02250  
 TAB02260  
 TAB02270  
 TAB02280  
 TAB02290  
 TAB02300  
 TAB02310  
 TAB02320  
 TAB02330  
 TAB02340  
 TAB02350  
 TAB02360  
 TAB02370  
 TAB02380  
 TAB02390  
 TAB02400  
 TAB02410  
 TAB02420  
 TAB02430  
 TAB02440  
 TAB0245C  
 TAB02460  
 TAB0247C  
 TAB02480  
 TAB02490  
 TAB02500  
 TAB0251C  
 TAB02520  
 TAB02530  
 TAB02540  
 TAB0255C  
 TAB02560  
 TAB02570  
 TAB0258C  
 TAB02590  
 TAB026C0  
 TAB0261C

```

SUBROUTINE TABLE1( IFLAG1, IFLAG2, IFLAG3, VEHID, STATUS, SYSTYP, EQUIP,
1 NUM1, NUM2, NUM3, NUM4, NUM5, IFROM, ITO, NSYS, J, IOUT )
    TAB0C010
    TAB0C020

```

```

C C C C C
C C
      THIS SUBROUTINE PRINTS INDIVIDUAL LINES OF TABLE GENERATED IN
      SUBROUTINE TABLE
      DOUBLE PRECISION VEHID(1),EQUIP(1)
      DIMENSION STATUS(1),SYSTYP(1)
      PRINT LINE ON TABLE
      IF(IFLAG1+IFLAG2+IFLAG3.NE.3)GO TO 301
      WRITE(IOUT,201)VEHID(NUM1),J,STATUS(NUM2),IFROM,ITO,NSYS,SYSTYP(NUM
1M3),STATUS(NUM4),EQUIP(NUM5)
      FORMAT(16X,'*',A8,I3,3X,A4,'*',I4,I5,I4,3X,A4,'*',A8)
      GO TO 400
      201
      201 IF(IFLAG1+IFLAG2.NE.2)GO TO 302
      WRITE(IOUT,201)VEHID(NUM1),J,STATUS(NUM2),IFROM,ITO,NSYS,SYSTYP(NUM
1M3),STATUS(NUM4)
      GO TO 400
      202 IF(IFLAG1+IFLAG3.NE.2) GO TO 303
      WRITE(IOUT,203)VEHID(NUM1),J,STATUS(NUM2),EQUIP(NUM5)
      FORMAT(16X,'*',A8,I3,3X,A4,'*',I4,I5,I4,3X,A4,'*',A8)
      GO TO 400
      203 IF(IFLAG2+IFLAG3.NE.2)GO TO 304
      WRITE(IOUT,204)IFROM,ITO,NSYS,SYSTYP(NUM3),STATUS(NUM4),EQUIP(NUM5)
      1)
      FORMAT(16X,'*',I4,I5,I4,3X,A4,'*',A8)
      GO TO 400
      304 IF(IFLAG1.NE.1)GO TO 305
      WRITE(IOUT,205)VEHID(NUM1),J,STATUS(NUM2)
      FORMAT(16X,'*',A8,I3,3X,A4,'*',I4,I5,I4,3X,A4,'*',A8)
      GO TO 400
      305 IF(IFLAG2.NE.1)GO TO 306
      WRITE(IOUT,206)IFROM,ITO,NSYS,SYSTYP(NUM3),STATUS(NUM4)
      FORMAT(16X,'*',I4,I5,I4,3X,A4,'*',A8)
      GO TO 400
      306 WRITE(IOUT,207)EQUIP(NUM5)
      FORMAT(16X,'*',I4,I5,I4,3X,A4,'*',A8)
      IFLAG1=C
      RETURN
      END
C C C

```

```

C C C
      SURROUTINE SYSOP (ISYS,NSYS,NSITE,IDSITE,NUM4,ITOP,IFROM,ITO,II)
      THIS SUBROUTINE FINDS SYSTEM IN ARRAY AND DETERMINES OPERATIVENESS

```

```

C      DIMENSION ISYS(1)
C      FIND SYSTEM IN ARRAY
C      DO 15 II=1,I1TOP
C      IF(IISYS(II)/100000.NE.NSYS)GO TO 15
C      DETERMINE FROM AND TO SITES OF SYSTEM
C      IFROM=(IISYS(II)-(IISYS(II)/100000)*100000)/1000
C      ITO=(IISYS(II)-(IISYS(II)/1000)*1000)/10
C      COMPARE FROM AND TO SITES WITH SITES FOR SYSTEM OF INTEREST
C      IF(IFROM.EQ.NSITE)GO TO 16
C      IF(IFROM.NE.IDSITE)GO TO 15
C      IF(ITO.NE.NSITE)GO TO 15
C      GO TO 17
C      16 IF(ITO.NE.IDSITE)GO TO 15
C      17 IF(IISYS(II)-(IISYS(II)/10)*10.EQ.1)NUM4=2
C      RETURN
C      15 CONTINUE
C      NUM4=3
C      RETURN
C      END

```

111

```

C      SUBROUTINE GENTAR(IPRINT)
C      THIS SUBROUTINE PRINTS A TABLE GIVING THE NUMBER AND STATUS OF
C      GENERATORS LOCATED AT EACH SITE
C      COMMON/C1/LOC SIT(30),IM102(22),IM103(32),IMCC6(17),IV26(21),
C      1IGRC50(14C),ITCC7(56),IGRC26(21),IRRSYS(50),IHFSYS(20),ICBSYS(10),
C      1IDUM1(30),IGEN(54),LCCHQ(22)
C      COMMON/C3/IREAD,IWRITE
C      IOUT=6
C      IF(IPRINT)5,5,6
C      5 IF(IWRITE.EQ.1)IOUT=8
C      6 WRITE(IOUT,3)
C      3 FORMAT(1H1//16X,'GENERATORS'//,' SITE OPERATIONAL DEADLINED',
C      13X,'TOTAL')
C      DO 1 NSITE=1,30
C      1 SITE USED?
C      IF(LOC SIT(NSITE).EQ.0)GO TC 1
C      CHECK GENERATOR ARRAY FOR GENERATORS AT SITE
C      INITIALIZE COUNTERS
C      IOP=0
C      IDL=0

```

GENCC260  
GENCC270  
GENCC280  
GENCC290  
GENCC300  
GENCC310  
GENCC320  
GENCC330  
GENCC340  
GENCC350  
GENCC360  
GENCC370  
GENCC380  
GENCC390  
GENCC400  
GENCC410

```

DO 2 I=1,54
  IF((IGEN(I)-(IGEN(I)/10000)*10000)/100.NE.NSITE)GO TO 2
  INCREMENT NUMBER OF OPERATIONAL GENERATORS
  IF((IGEN(I)-(IGEN(I)/100)*100)/10.EQ.0)ICP=ICP+1
  INCREMENT NUMBER OF DEADLINED GENERATORS
  IF((IGEN(I)-(IGEN(I)/100)*100)/10.EQ.1)IDL=IDL+1
2 CONTINUE
  ICP=ICP+ICP
  WRITE LINE IN TABLE
  WRITE (100,4)NSITE,ICP,IDL,ITCT
4 FORMAT(13,2I12)
1 CONTINUE
  RETURN
END

```

SEAA000020  
SEAA000030  
SEAA000040  
SEAA000050  
SEAA000060  
SEAA000070  
SEAA000080  
SEAA000090  
SEAA000100  
SEAA000110  
SEAA000120  
SEAA000130  
SEAA000140  
SEAA000150  
SEAA000160  
SEAA000170  
SEAA000180  
SEAA000190  
SEAA000200  
SEAA000210  
SEAA000220  
SEAA000230  
SEAA000240  
SEAA000250  
SEAA000260  
SEAA000270  
SEAA000280  
SEAA000290  
SEAA000300

```

SUBROUTINE SEARCH
  THIS SUBROUTINE PLACES EVENTS IN FUTURE EVENTS CALENDER BY ONE
  HOUR SEARCHES UNTIL 45 EVENTS ARE IN CALENDAR

  COMMON/C1/LOCST(30),IM102(22),IM103(32),IMCC6(17),IV26(21),
  1IGRC50(140),ITCC7(56),IGRC26(21),IRPSYS(50),IHFSYS(20),ICRSYS(10),
  2IDUM1(30),IGEN(54),LCCHG(22)
  COMMON/C4/IG50FL(140),IT7FL(56),IG26FL(21),IGENFL(54),ISITFL(30)
  COMMON/C5/IEVVAL(100),IEVVAL(100),ITIME,IEVCUR

  DETERMINE LAST SCHEDULED EVENT IN CALENDER
  DO 3 I=1,100
    IF(IEVVAL(I).NE.0)GO TO 3
  GO TO 4
3 CONTINUE

  CHECK AN/GRG-50'S FOR SCHEDULED FAILURES AND INITIALIZE SEARCH
  ITIME=C
  ITIME1=ITIME1+60
  ITIME2=ITIME1+140
  DO 2 I=1,140
    IF(IG50FL(I).GT.ITIME1)GO TO 2
    ISRADIO IN USE
    IF((IGRC50(I)-(IGRC50(I)/100000)*100000)/100.EQ.0)GO TO 2
    ISRADIO DEADLINED
    IF((IGRC50(I)-(IGRC50(I)/100)*100)/10.EQ.1)GO TO 2
    IEVVAL(J)=IG50FL(I)+ITIME
    IEVVAL(J)=1:000+I

```



```

C      SET TIME OF FAILURE IN EQUIPMENT ARRAY EQUAL TO HIGH NUMBER
      IG50FL(I)=99999999
      J=J+1
2     CONTINUE

C      CHECK AN/TCC-7'S FOR SCHEDULED FAILURES
      DO 5 I=1,56
      IF(I7FL(I)).GT.ITIME1)GC TO 5
      IF((ITCC7(I))-(ITCC7(I)/100000)*100000)/100.EQ.0)GO TO 5
      IF((ITCC7(I))-(ITCC7(I)/100)*100)/10.EQ.1)GO TO 5
      JEVCAL(J)=I7FL(I)+ITIME
      JEVCAL(J)=12000+I
      IT7FL(I)=59999999
      J=J+1
5     CONTINUE

C      CHECK AN/GRC26'S FOR SCHEDULED FAILURES
      DO 6 I=1,21
      IF(IG26FL(I)).GT.ITIME1)GC TO 6
      IF((IGRC26(I))-(IGRC26(I)/100000)*100000)/100.EQ.0)GO TO 6
      IF((IGRC26(I))-(IGRC26(I)/100)*100)/10.EQ.1)GO TO 6
      JEVCAL(J)=IG26FL(I)+ITIME
      JEVCAL(J)=13000+I
      IG26FL(I)=99999999
      J=J+1
6     CONTINUE

C      CHECK GENERATORS FOR SCHEDULED FAILURES
      DO 7 I=1,54
      IF(IGENFL(I)).GT.ITIME1)GC TO 7
      IF((IGEN(I))-(IGEN(I)/100000)*100000)/100.EQ.0)GO TO 7
      IF((IGEN(I))-(IGEN(I)/100)*100)/10.EQ.1)GO TO 7
      JEVCAL(J)=IGENFL(I)+ITIME
      JEVCAL(J)=14000+I
      IGENFL(I)=99999999
      J=J+1
7     CONTINUE

C      CHECK FOR SITE ATTACKS
      DO 8 I=1,30
      IS SITE IN USE
      IF(LOCSIT(I))8,9
      IF(ISIT7FL(I)).GT.ITIME1)GC TO 8
      JEVCAL(J)=ISIT7FL(I)+ITIME
      JEVCAL(J)=70000+I
      ISIT7FL(I)=59999999
      J=J+1
8     CONTINUE

```

```

SEACCC310
SEACCC320
SEACCC330
SEACCC340
SEACCC350
SEACCC360
SEACCC370
SEACCC380
SEACCC390
SEACCC400
SEACCC410
SEACCC420
SEACCC430
SEACCC440
SEACCC450
SEACCC460
SEACCC470
SEACCC480
SEACCC490
SEACCC500
SEACCC510
SEACCC520
SEACCC530
SEACCC540
SEACCC550
SEACCC560
SEACCC570
SEACCC580
SEACCC590
SEACCC600
SEACCC610
SEACCC620
SEACCC630
SEACCC640
SEACCC650
SEACCC660
SEACCC670
SEACCC680
SEACCC690
SEACCC700
SEACCC710
SEACCC720
SEACCC730
SEACCC740
SEACCC750
SEACCC760
SEACCC770
SEACCC780

```

```

CC      ARE 55 EVENTS IN FUTURE EVENTS CALENDER?
CC      IF(IEVVAL(55).EQ.0)GO TO 1
CC      ORDER EVENTS IN TABLE BY TIME
CC      CALL ORDEPT
CC      RETURN
CC      END
CC
CC      SUBROUTINE UPDATE (ISUR)
CC
CC      THIS SUBROUTINE UPDATES THE SCHEDULED FAILURE TIMES OF EQUIPMENT
CC      IN USE AS SIMULATION TIME PROGRESSES (SUBTRACTS TIME FROM
CC      SCHEDULED FAILURES FOR EQUIPMENT IN OPERATION BUT NOT IN FUTURE
CC      EVENTS TABLE)
CC
CC      COMMON/C1/LCCSIT(30),IM102(22),IM103(32),IMCC6(17),IV25(21),
CC      1IGRCSYS(140),ITCC7(56),IGRC26(21),IIPRSYS(50),IIFSYS(20),
CC      2IGRCSYS(10),IDUM1(30),IGEN(54),LCCHQ(22)
CC      COMMON/C4/IG50FL(140),IT7FL(56),IG26FL(21),IGENFL(54),ISITFL(30)
CC
CC      UPDATE GRC-50 RADICS
CC      DO 1 I=1,140
CC      IF GRC-50'S ARE IN USE SUBTRACT TIME FROM SCHEDULED FAILURE TIMES
CC      IF((IGRC50(I)-(IGRC50(I)/100000)*100000)/100)1,1,2
CC      IG50FL(I)=IG50FL(I)-ISUR
CC      1 CONTINUE
CC
CC      UPDATE TCC-7 MULTIPLEXERS
CC      DO 3 I=1,56
CC      IF((ITCC7(I)-(ITCC7(I)/100000)*100000)/100)3,3,4
CC      IT7FL(I)=IT7FL(I)-ISUR
CC      3 CONTINUE
CC
CC      UPDATE GRC-26 RADICS
CC      DO 5 I=1,21
CC      IF((IGRC26(I)-(IGRC26(I)/100000)*100000)/100)5,5,6
CC      IG26FL(I)=IG26FL(I)-ISUR
CC      5 CONTINUE
CC
CC      UPDATE GENERATORS
CC      DO 7 I=1,24
CC      IF((IGEN(I)-(IGEN(I)/100000)*100000)/100)7,7,8
CC      IGENFL(I)=IGENFL(I)-ISUR
CC      7 CONTINUE

```



UP DCC380  
UP DCC390  
UP DCC400  
UP DCC410  
UP DCC420  
UP DCC430  
UP DCC440  
UP DCC450  
UP DCC460  
UP DCC470

SWI00010  
SWI00020  
SWI00030  
SWI00040  
SWI00050  
SWI00060  
SWI00070  
SWI00080  
SWI00090  
SWI00100  
SWI00110  
SWI00120  
SWI00130  
SWI00140  
SWI00150  
SWI00160  
SWI00170  
SWI00180  
SWI00190  
SWI00200  
SWI00210  
SWI00220  
SWI00230  
SWI00240  
SWI00250  
SWI00260  
SWI00270  
SWI00280  
SWI00290  
SWI00300  
SWI00310  
SWI00320  
SWI00330  
SWI00340  
SWI00350  
SWI00360

```

7 CONTINUE
C
C   UPDATE SITE ATTACKS
DO 9 I=1,30
  IF(LOCST(I))9,9,10
10 ISITFL(I)=ISITFL(I)-ISUB
9 CONTINUE
C
C   RETURN
END

SUBROUTINE SWITCH
THIS SUBROUTINE DETERMINES THE APPROPRIATE SUBROUTINE TO
PROCESS THE CURRENT EVENT
COMMON/C5/IEVCAL(100),JEVCAL(100),ITIME,IEVCUR
IF ACTION IS INITIATED BY THE SIMULATION GO TO THE APPROPRIATE
SUBROUTINE
IDUM=IEVCUR/10000
GO TO(1,2,3,4,5,6,7),IDUM
IF ACTION IS INITIATED BY THE PLAYER GO TO THE APPROPRIATE
SUBROUTINE
IDUM1=IEVCUR/100
NUMB=IEVCUR-IDUM1*100
GO TO(10,11,12,13,14,15),IDUM1
IF(IEVCUR.NE.999)RETURN
C
C   WRITE(6,200)
C   FORMAT('/// GAME HAS BEEN TERMINATED'///)
C   CALL EXIT
1 CALL EQFAIL
2 CALL EQREP
3 GO TO 100
3 NUMB=(IEVCUR-(IEVCUR/10000)*10000)/1000+3
C   CALL EQINST(NUMB)
GO TO 100
4 NUMB=(IEVCUR-(IEVCUR/10000)*10000)/1000+5
C   CALL VEHMOV(NUMB)
GO TO 100
5 NUMB=(IEVCUR-(IEVCUR/10000)*10000)/1000
C   CALL VEHBKD(NUMB)
GO TO 100
6 NUMB=(IEVCUR-(IEVCUR/10000)*10000)/1000

```

```

SWIHI0004100
SWIHI0004200
SWIHI0004300
SWIHI0004400
SWIHI0004500
SWIHI0004600
SWIHI0004700
SWIHI0004800
SWIHI0004900
SWIHI0005000
SWIHI0005100
SWIHI0005200
SWIHI0005300
SWIHI0005400
SWIHI0005500
SWIHI0005600
SWIHI0005700

```

```

CALL VEHREP(NUMB)
GO TO 100
7 CALL SITACK
GO TO 100
10 IF(NUMB-50)20,21,21
21 CALL GENTAB(1)
20 GO TO 100
20 CALL TARE(NUMB)
11 GO TO 100
11 CALL EGRM(NUMB)
12 GO TO 100
12 CALL FOINST(NUMB)
13 GO TO 100
13 CALL SYSEM(NUMB)
14 GO TO 100
14 CALL SYNST(NUMB)
15 GO TO 100
15 CALL VEHMOV(NUMB)
100 RETURN
END

```

C

```

E0F0C0C010
E0F0C0C020
E0F0C0C030
E0F0C0C040
E0F0C0C050
E0F0C0C060
E0F0C0C070
E0F0C0C080
E0F0C0C090
E0F0C0C100
E0F0C0C110
E0F0C0C120
E0F0C0C130
E0F0C0C140
E0F0C0C150
E0F0C0C160
E0F0C0C170
E0F0C0C180
E0F0C0C190
E0F0C0C200
E0F0C0C210
E0F0C0C220
E0F0C0C230
E0F0C0C240
E0F0C0C250

```

```

SUBROUTINE E0FAIL
THIS SUBROUTINE PRINTS MESSAGES DESCRIBING EQUIPMENT FAILURES,
ASSIGNS AND SCHEDULES REPAIR TIME, ASSIGNS ACTUAL REPAIR
TIME, AND SCHEDULES REPAIR EVENT
DOUBLES PRECISION VEHIO, EQUIP
COMMON/C1/LOCST(30),IM102(22),IM103(32),IMCCA(17),IV26(21),
1IGRC50(140),ITCC7(56),IGRC26(21),IPRSYS(50),IPFSYS(10),
2IDUM1(20),IGEN(54),LOCHQ(22)
COMMON/C2/VEHIO(5),EQUIP(3),SYSTYP(3),STATUS(2),HQ(49)
COMMON/C3/IEVCAL(100),JEVCAL(100),ITIME,IEVCUR
COMMON/C6/IX
DETERMINE UNIT NUMBER AND FAILURE TYPE
IUNIT=IEVCUR-(IEVCUR/1000)*1000
IEQTYP=(IEVCUR-(IEVCUR/10000)*10000)/1000
CHOOSE FAILURE FORMAT TYPE
GO TO (11,12,13,14),IEQTYP
11 GPC-50 FAILURE
DETERMINE VEHICLE TYPE, NUMBER, SYSTEM NUMBER, AND TO AND FROM LOC
IVEHTP=IGRC50(IUNIT)/10000000
IVEHNP=(IGRC50(IUNIT)-(IGRC50(IUNIT)/10000000)*100000)/100000
ISYSNO=(IGRC50(IUNIT)-(IGRC50(IUNIT)/100000)*100000)/10000

```

11

C C C C C

C C C C C

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ITO=(IGRC50(IUNIT))-(IGRC50(IUNIT)/10000)*10000)/100
IF(IVEHNP-1)1,2
IFROM=(IM102(IVEHNO)-(IM102(IVEHNO)/10000)*10000)/100
1 NUM1=3
GO TO 3
2 IFROM=(IM103(IVEHNO)-(IM103(IVEHNO)/10000)*10000)/100
NUM1=1
CHANGE FLAGS ON EQUIPMENT AND SYSTEM UNITS FOR DEADLINED EQUIP
3 IGRC50(IUNIT)=IGRC50(IUNIT)+10
IF(ITO)8CC,800,801
LOCATE SYSTEM
801 CALL SYSOP(IRRYS,ISYSNO,IFROM,ITO,NUM4,50,K,KK,1)
IF(IRRYS(I))-(IRRYS(I)/10)*10)700,700,8
7CC IRRYS(I)=IRRYS(I)+1
DETERMINE ARRAY SUBSCRIPTS FOR PRINTOUT
8 IF(LOC SIT(IFROM)/1000000-22)300,300,301
301 NUM2=3*23-2
GO TO 302
300 NUM2=3*(LOC SIT(IFROM)/1000000)-2
302 IF(ITO-22)303,304,304
304 NUM3=3*23-2
GO TO 305
303 NUM3=3*ITO-2
WRITE PLAYER MESSAGE
305 WRITE(6,9)VEHID(NUM1),IVEHNO,HQ(NUM2),HQ(NUM2+1),HQ(NUM2+2),IFROM,
1 ISYSNO,HQ(NUM2),HQ(NUM2+1),HQ(NUM2+2),HQ(NUM3),HQ(NUM3+1),
2 HQ(NUM3+2),ITO
9 FORMAT(/18H EQUIPMENT FAILURE/5X,18HAN/GRC-50 RADIO IN,A9,
17H NUMBER,13,12H LOCATED AT,3A4,6H (SITE,13,1H)/5X,44H FAILED. RAD
210 WAS OPERATING ON SYSTEM NUMBER,13,6H FROM,3A4,6H (SITE,13,1H)/
35X,3HTO,3A4,6H (SITE,13,1H)
GO TO 101
800 WRITE(6,802)VEHID(NUM1),IVEHNO
802 FORMAT(/19H AN/GRC-50 RADIC IN,A9,6HNUMBER,13,18H HAS BEEN DAMAGED
1)
C SCHEDULE REPAIR EVENT
101 CALL GAUSS(1X,150.,300.,REP)
IREP=REP
IF(IREP)101,200,200
200 IEVVAL(100)=21000+IUNIT
GO TO 100
C
C
C
TCC-7 FAILURE
DETERMINE VEHICLE TYPE, NUMBER, SYSTEM NUMBER, AND TO AND FROM LOC
12 IVEHNP=ITCC7(IUNIT)/1000000
IVEHNO=(ITCC7(IUNIT)-(ITCC7(IUNIT)/1000000)*1000000)/100000
ISYSNO=(ITCC7(IUNIT)-(ITCC7(IUNIT)/100000)*10000)/10000
ITO=(ITCC7(IUNIT)-(ITCC7(IUNIT)/10000)*10000)/100

```



```

1= IF(IVEHTP-1)15,15,16
   IFROM=(IM102(IVEHNO)-(IM102(IVEHNO)/10000)*10000)/100
   NUM1=3
   GO TO 17
16 IFROM=(IMCC6(IVEHNO)-(IMCC6(IVEHNO)/10000)*10000)/100
   NUM1=2
17 ISYSTP=ITCC7(IUNIT)-(ITCC7(IUNIT)/10)*10
C
C CHANGE FLAGS ON EQUIPMENT AND SYSTEM UNITS TO REFLECT DEADLINED EQ
ITCC7(IUNIT)=ITCC7(IUNIT)+10
IF(ITD)EC3,803,804
C LOCATE SYSTEM IN ARRAY
IF(1SYSTP-1)18,18,19
19 CALL SYSOP(ICBSYS,ISYSNO,IFRCM,ITO,NUM4,10,K,KK,1)
20 IF(ICRSYS(1)-(ICRSYS(1)/10)*10)20,20,24
20 ICBYS(1)=ICRSYS(1)+1
   GO TO 24
15 CALL SYSOP(IRPSYS,ISYSNO,IFRCM,ITO,NUM4,50,K,KK,1)
   IF(IRRSYS(1)-(IRRSYS(1)/10)*10)22,22,24
22 IRRSYS(1)=IRRSYS(1)+1
24 IF(LCCSIT(IFROM)/1000000-22)400,400,401
401 NUM2=3*23-2
   GO TO 402
400 NUM2=3*(LCCSIT(IFROM)/1000000)-2
402 IF(ITD-22)403,404,404
404 NUM3=3*23-2
   GO TO 405
403 NUM3=3*ITD-2
405 WRITE(6,26)VEHID(NUM1),IVEHNO,HQ(NUM2),HQ(NUM2+1),HQ(NUM2+2),IFRCM,
1 IFRCM,SYSTYP(1SYSTP),ISYSNO,HQ(NUM2),HQ(NUM2+1),HQ(NUM2+2),IFRCM,
2 HQ(NUM3),HQ(NUM3+1),HQ(NUM3+2),ITO
25 FORMAT(/18H EQUIPMENT FAILURE/5X,21HAN/TCC-7 MULTIPLEX IN,A9,
17H NUMBER,13,12H LOCATED AT,3A4,5H(SITE,13,14)/5X,
235H FAILED, MULTIPLEX WAS OPERATING CN,A4,13H SYSTEM NUMBER,13,
26H FROM,3A4,6H(SITE,13,14)/5X,3HTC,3A4,6H(SITE,13,14))
   GO TO 102
R03 WRITE(6,805)VEHID(NUM1),IVEHNO
R05 FORMAT(/22HAN/TCC-7 MULTIPLEX IN,A9,6HNUMREP,13,
1 18H HAS BEEN DAMAGED.)
C SCHEDULE REPAIR EVENT
102 CALL GALS(X,150.,300.,REP)
   IREP=REP
201 IF(IRFP)102,201,201
   IEVCAL(100)=22000+IUNIT
   GO TO 100
C
C GRC-26 RADIO FAILURE
13 ISYSNO=(IGPC26(IUNIT)-(IGRC26(IUNIT)/100000)*100000)/10000

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```

C      ITO=(IGRC26(IUNIT))-(IGRC26(IUNIT)/10000)*10000/100
C      IFROM=(IV26(IUNIT))-(IV26(IUNIT)/10000)*10000/100
C      CHANGE FLAGS ON EQUIPMENT AND SYSTEM UNITS TO REFLECT DEADLINED EQ
C      IGRC26(IUNIT)=IGRC26(IUNIT)+10
C      LOCATE SYSTEM IN ARRAY
      IF(I TO)806,806,807
      807 CALL SYSOP(IHFSYS,ISYSNO,IFRCM,I TO,NUM4,20,K,KK,I)
      IF(IHFSYS(I))-(IHFSYS(I)/10)*10,27,27,31
      27 IFHFSYS(I)=IHFSYS(I)+1
      31 IF(LOC SIT(IFRCM)/1000000-22)500,500,501
      501 NUM2=3*23-2
      GO TO 502
      500 NUM2=3*(LCCSIT(IFRCM)/1000000)-2
      502 IF(I TO-22)503,504,504
      504 NUM3=3*23-2
      GO TO 505
      503 NUM3=3*I TO-2
      505 WRITE(6,32)IUNIT,HQ(NUM2),HQ(NUM2+1),HQ(NUM2+2),IFROM,ISYSNO,
      2HQ(NUM2+2),I TO
      32 FORMAT(/18H EQUIPMENT FAILURE/5X,33HAN/GRC-26 RADIO IN VEHICLE
      1BER,I3,12H LOCATED AT ,3A4,6H (SITE,I3,1H)/5X,44HFAILED. RADIO WAS
      2 OPERATING ON SYSTEM NUMBER,I3,6H FRCM ,3A4,6H (SIE,I3,1H)/5X,
      33HTO ,3A4,6H (SITE,I3,1H)
      SCHEDULE REPAIR EVENT
      103 CALL GAUSS(IX,150.,300.,REP)
      IREP=REP
      IF(IREP)103,202,202
      202 IEV CAL(100)=23000+IUNIT
      GO TO 100

C      GENERATOR FAILURE
C      IFROM=(IGEN(IUNIT))-(IGEN(IUNIT)/10000)*10000/100
C      IF(LOC SIT(IFRCM)/1000000-22)600,600,601
      601 NUM2=3*23-2
      GO TO 602
      600 NUM2=3*(LCCSIT(IFRCM)/1000000)-2
      CHANGE FLAG ON GENERATOR TO FAILED
      602 IGEN(IUNIT)=IGEN(IUNIT)+10
      33 WRITE(6,33)IUNIT,HQ(NUM2),HQ(NUM2+1),HQ(NUM2+2),IFROM
      112H LOCATED AT ,3A4,6H (SITE,I3,9H) FAILED.)
      GO TO 104
      806 WRITE(6,806)VEHID(NUM1),IVEHNC
      808 FORMAT(/19H AN/GRC-26 RADIO IN,A9,6HNUMBER,I3,18H HAS BEEN DAMAGED
      1.)
C      SCHEDULE REPAIR EVENT

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C      DETERMINE RADIO SITE AND VEHICLE INFORMATION
1      IVEHTP=IGRC50(IUNIT)/10000000
      IVEHNO=(IGRC50(IUNIT)-(IGRC50(IUNIT)/10000000)*10000000)/100000
12     IF(IVEHTP-1)12,12,13
      IFROM=(IM102(IVEHNO)-(IM102(IVEHNO)/10000)*10000)/100
      NUM1=3
      GO TO 14
13     IFROM=(IM103(IVEHNO)-(IM103(IVEHNO)/10000)*10000)/100
      NUM1=1
      DETERMINE ARRAY SUBSCRIPTS FOR PRINTCUT
14     IF(LOCST(ITFROM)/1000000-22)300,300,301
301    NUM2=3*23-2
      GO TO 302
300    NUM2=3*(LCCSIT(IFROM)/10000000)-2
      WRITE PLAYER MESSAGE
302    WRITE(6,303)VEHID(NUM1),IVEHNO,HQ(NUM2),HQ(NUM2+1),HQ(NUM2+2),
303    IFROM,
303    FORMAT(/17H EQUIPMENT REPAIR/5X,18HAN/GRC-50 RADIO IN,A9,
17H NUMBER,13,12H LOCATED AT ,3A4,6H (SITE,13,1H)/5X,
218H HAS BEEN REPAIRED.)
      CHANGE FLAG ON RADIO
      IGRC50(IUNIT)=IGRC50(IUNIT)-10
      SCHEDULE NEXT FAILURE TIME FOR RADIO
985    CALL GAUSS(IX,2880.,5760.,FAIL)
976    IF(FAIL)985,976,976
      IF50FL(IUNIT)=IFAIL+ITIME
      IF RADIO IS CONNECTED TO A SYSTEM AND THE SYSTEM CAN NOW OPERATE
      CHANGE STATUS OF SYSTEM
      IF((IGRC50(IUNIT)-(IGRC50(IUNIT)/100000)*100000)/100)400,400,401
      WILL SYSTEM OPERATE WHEN THIS SYSTEM IS REPAIRED
401    ISYSNO=(IGRC50(IUNIT)-(IGRC50(IUNIT)/100000)*100000)/10000
      ITO=(IGRC50(IUNIT)-(IGRC50(IUNIT)/10000)*10000)/100
      IF FUTURE EVENTS CALENDER CONTAINS EQUIPMENT COMPLETION EVENT ON
      SAME SYSTEM - RETURN
      CALL CKEVNT(IFROM,ITC,2,ISYSNO,IRESLT)
      IF(IRESLT)700,700,400
700    CALL OP50(IFROM,ITC,ISYSNO,IUNIT)
      GO TO 400
C      TCC-7
C      DETERMINE RADIO SITE AND VEHICLE INFORMATION
2      IVEHTP=ITCC7(IUNIT)/10000000
      IVEHNO=(ITCC7(IUNIT)-(ITCC7(IUNIT)/10000000)*10000000)/100000
      IF(IVEHTP-1)512,512,513
512    IFROM=(IM102(IVEHNO)-(IM102(IVEHNO)/10000)*10000)/100
      NUM1=3
      GO TO 514

```

```

EOROC240
EOROC250
EOROC260
EOROC270
EOROC280
EOROC290
EOROC300
EOROC310
EOROC320
EOROC330
EOROC340
EOROC350
EOROC360
EOROC370
EOROC380
EOROC390
EOROC400
EOROC410
EOROC420
EOROC430
EOROC440
EOROC450
EOROC460
EOROC470
EOROC480
EOROC490
EOROC500
EOROC510
EOROC520
EOROC530
EOROC540
EOROC550
EOROC560
EOROC570
EOROC580
EOROC590
EOROC600
EOROC610
EOROC620
EOROC630
EOROC640
EOROC650
EOROC660
EOROC670
EOROC680
EOROC690
EOROC700
EOROC710

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513 IFROM=(IMCC6(IVEHND)-(IMCC6(IVEHND)/10000)*10000)/100
    NUM1=2
    DETERMINE ARRAY SUBSCRIPTS FOR PRINTCUT
514 IF(LCCSIT(IFROM)/1000000-22)550,550,551
551 GO TO 552
552 NUM2=3*(LCCSIT(IFROM)/1000000)-2
    DETERMINE TYPE OF SYSTEM
553 ISYSTP=ITCC7(IUNIT)-(ITCC7(IUNIT)/10)*10
    WRITE PLAYER MESSAGE
    WRITE(6,553)VEHID(NUM1),IVEHND,HC(NUM2),HQ(NUM2+1),HQ(NUM2+2),
1 IFROM
553 FORMAT(/17H EQUIPMENT REPAIR/5X,21HAN/ICC-7 MULTIPLEX IN,A9,
17H NUMMR,I3,12H LOCATED AT ,3A4,6H (SITE,I3,1H)/5X,
218HHAS BEEN REPAIRED.)
    CHANGE FLAG ON MULTIPLEX
ITCC7(IUNIT)=ITCC7(IUNIT)-10
577 SCHEDULE NEXT FAILURE TIME FOR MULTIPLEX
    CALL GALS(X,2880.,5760.,FAIL)
578 IF(FAIL)577,578,578
    IF(FAIL=FAIL)
IT7FL(IUNIT)=IFAIL+ITIME
    IF MULTIPLEX IS CONNECTED TO A SYSTEM AND THE SYSTEM CAN NOW
    OPERATE - CHANGE STATUS OF SYSTEM
    IF((ITCC7(IUNIT))-(ITCC7(IUNIT)/100000)*100000)/100,400,601
601 ISYSNO=(ITCC7(IUNIT))-(ITCC7(IUNIT)/100000)*10000
    ITO=(ITCC7(IUNIT))-(ITCC7(IUNIT)/10000)*100
    IF FUTURE EVENTS CALENDER CONTAINS EQUIPMENT COMPLETION EVENT ON
    SAME SYSTEM - RETURN
    CALL CKENT(IFROM,ITQ,ISYSTP,ISYSNO,IRESLT)
    IF(IRESLT)701,701,400
701 CALL OP7(IFROM,ITQ,ISYSNO,ISYSTP,IUNIT)
    GO TO 400

GRC-26
    DETERMINE RADIO SITE AND VEHICLE INFORMATION
3 IFROM=(IV26(IUNIT))-(IV26(IUNIT)/10000)*10000)/100
    IF(LCCSIT(IFROM)/1000000-22)800,800,801
801 NUM2=2*22-2
    GO TO 802
802 NUM2=3*(LCCSIT(IFROM)/1000000)-2
    WRITE PLAYER MESSAGE
803 WRITE(6,803)IUNIT,HQ(NUM2),HQ(NUM2+1),HQ(NUM2+2),IFROM
    FORMAT(/17H EQUIPMENT REPAIR/5X,32HRAIDIC IN,ANGRC-25 VEHICLE NUMBE
    R,I3,12H LOCATED AT ,3A4,6H(SITE,I3,1H)/5X,18HHAS BEEN REPAIRED.)
    CHANGE FLAG ON RADIO
IGRC26(IUNIT)=IGRC26(IUNIT)-10
    SCHEDULE NEXT FAILURE TIME FOR RADIO

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EORCC720
EORCC730
EORCC740
EORCC750
EORCC760
EORCC770
EORCC780
EORCC790
EORCC800
EORCC810
EORCC820
EORCC830
EORCC840
EORCC850
EORCC860
EORCC870
EORCC880
EORCC890
EORCC900
EORCC910
EORCC920
EORCC930
EORCC940
EORCC950
EORCC960
EORCC970
EORCC980
EORCC990
EORC1000
EORC1010
EORC1020
EORC1030
EORC1040
EORC1050
EORC1060
EORC1070
EORC1080
EORC1090
EORC1100
EORC1110
EORC1120
EORC1130
EORC1140
EORC1150
EORC1160
EORC1170
EORC1180
EORC1190

```



```

979 CALL GALSS(IX,2880.,5760.,FAIL)
980 IF(FAIL)979,980,980
981 IF(FAIL)=FAIL
982 IF(IGRC26(IUNIT))=IFAIL+ITIME
983 IF(RADIO IS CONNECTED TO A SYSTEM AND THE SYSTEM CAN NOW
984 OPERATE - CHANGE STATUS OF SYSTEM
985 IF((IGRC26(IUNIT))-(IGRC26(IUNIT)/100000)*100000)/100)400,400,901
986 WILL SYSTEM OPERATE WHEN THIS RADIO IS REPAIRED?
987 ITO=IGRC26(IUNIT)-(IGRC26(IUNIT)/100000)*100000/10000
988 ITO=IGRC26(IUNIT)-(IGRC26(IUNIT)/10000)*10000/100
989 IF FUTURE EVENTS CALENDER CONTAINS EQUIPMENT COMPLETION EVENT ON
990 SAME SYSTEM - RETURN
991 CALL CKEVNT(IFROM,ITC,3,ISYSNC,IRESLT)
992 IF(IRESLT)702,702,400
993 CALL OP26(IFROM,ITO,ISYSNO)
994 GO TO 400
995
996 GENERATOR
997 IFROM=(IGEN(IUNIT))-(IGEN(IUNIT)/100000)*100000/100
998 DETERMINE ARRAY SUBSCRIPTS FOR PRINTOUT
999 IF(LOCST(IFROM)/1000000-22)950,950,951
1000 NUM2=3*23-2
1001 GO TO 552
1002 NUM2=3*(LCCSIT(IFROM)/1000000)-2
1003 WRITE PLAYER MESSAGE
1004 WRITE(6,953) IUNIT,HQ(NUM2),HQ(NUM2+1),HQ(NUM2+2),IFROM
1005 FORMAT(/17H EQUIPMENT REPAIR/5X,16HGENERATOR NUMBER,I3,
1006 112H LOCATED AT ,3A4,6H (SITE,I3,IH)/5X,18HHAS BEEN REPAIRED.)
1007 CHANGE FLAG ON GENERATOR
1008 IGEN(IUNIT)=IGEN(IUNIT)-10
1009 SCHEDULE NEXT FAILURE TIME FOR GENERATOR
1010 CALL GALSS(IX,2880.,5760.,FAIL)
1011 IF(FAIL)981,982,982
1012 IFAIL=FAIL
1013 IGENFL(IUNIT)=IFAIL+ITIME
1014 RETURN
1015 END
1016
1017 SUBROUTINE OP50(IFROM,ITC,ISYSNC,IUNIT)
1018 THIS SUBROUTINE DETERMINES IF OPERATIONAL AN/GRC-50 (IUNIT) WILL
1019 ENABLE THE NON-OPERATIONAL RR SYSTEM TO WORK
1020 COMMON/C1/LOCST(30),IM102(22),IM103(32),IMCC6(17),IV26(21),
1021 IIGRC50(14C),ITCC7(56),IGRC26(21),IRRSYS(50),IFSYS(20),ICRSYS(10),
1022 2IDUM1(3C),IGEN(54),LCCHQ(22)

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EQRO120C  
EQRO1210  
EQRO1220  
EQRO1230  
EQRO124C  
EQRO1250  
EQRO126C  
EQRO1270  
EQRO1280  
EQRO1290  
EQRO130C  
EQRO1310  
EQRO132C  
EQRO1330  
EQRO1340  
EQRO1350  
EQRO1360  
EQRO1370  
EQRO1380  
EQRO1390  
EQRO140C  
EQRO1410  
EQRO1420  
EQRO143C  
EQRO1440  
EQRO145C  
EQRO1460  
EQRO147C  
EQRO148C  
EQRO1490  
EQRO150C  
EQRO1510  
EQRO152C  
EQRO1530  
EQRO1540  
EQRO155C  
EQRO156C  
EQRO1570

OP5CCCC10  
OP50CC020  
OP50CC030  
OP5000040  
OP50CC05C  
OP50CC060  
OP50CC070  
OP50CC08C

0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	{		}	~		!	"	#	\$	%	&	'	(	)	*	+	,	-	.	:	;	<	=	>	?@	AB	CD	EF	GH	IJ	KL	MN	OP	QR	ST	UV	WX	YZ	[	\	]	^	_	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	{		}	~		!	"	#	\$	%	&	'	(	)	*	+	,	-	.	:	;	<	=	>	?@	AB	CD	EF	GH	IJ	KL	MN	OP	QR	ST	UV	WX	YZ	[	\	]	^	_	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	{		}	~		!	"	#	\$	%	&	'	(	)	*	+	,	-	.	:	;	<	=	>	?@	AB	CD	EF	GH	IJ	KL	MN	OP	QR	ST	UV	WX	YZ	[	\	]	^	_	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	{		}	~		!	"	#	\$	%	&	'	(	)	*	+	,	-	.	:	;	<	=	>	?@	AB	CD	EF	GH	IJ	KL	MN	OP	QR	ST	UV	WX	YZ	[	\	]	^	_	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	{		}	~		!	"	#	\$	%	&	'	(	)	*	+	,	-	.	:	;	<	=	>	?@	AB	CD	EF	GH	IJ	KL	MN	OP	QR	ST	UV	WX	YZ	[	\	]	^	_	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	{		}	~		!	"	#	\$	%	&	'	(	)	*	+	,	-	.	:	;	<	=	>	?@	AB	CD	EF	GH	IJ	KL	MN	OP	QR	ST	UV	WX	YZ	[	\	]	^	_	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	{		}	~		!	"	#	\$	%	&	'	(	)	*	+	,	-	.	:	;	<	=	>	?@	AB	CD	EF	GH	IJ	KL	MN	OP	QR	ST	UV	WX	YZ	[	\	]	^	_	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	{		}	~		!	"	#	\$	%	&	'	(	)	*	+	,	-	.	:	;	<	=	>	?@	AB	CD	EF	GH	IJ	KL	MN	OP	QR	ST	UV	WX	YZ	[	\	]	^	_	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	{		}	~		!	"	#	\$	%	&	'	(	)	*	+	,	-	.	:	;	<	=	>	?@	AB	CD	EF	GH	IJ	KL	MN	OP	QR	ST	UV	WX	YZ	[	\	]	^	_	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	{		}	~		!	"	#	\$	%	&	'	(	)	*	+	,	-	.	:	;	<	=	>	?@	AB	CD	EF	GH	IJ	KL	MN	OP	QR	ST	UV	WX	YZ	[	\	]	^	_	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	{
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1 IGRC50(14C),ITCC7(56),IGRC26(21),IRRSYS(50),IIFSYS(20),ICBSYS(10),
2 IDUM1(3C),IGEN(54),LOCHQ(22)
C
COMMON/C2/VEHID(5),EQUIP(3),SYSTYP(3),STATUS(2),HQ(69)
J=ISYSNO*100+IFROM
C
CHOOSE EITHER RR OR CBL SYSTEM
IF(I SYSTP-1)706,706,603
RR SYSTEM
C
DO 702 I=1,140
603 IF(IGRC50(I))-(IGRC50(I)/10)*10-2)702,703,702
703 IF((IGRC50(I))-(IGRC50(I)/100000)*100000)/100-J)702,704,702
704 IF((IGRC50(I))-(IGRC50(I)/100)*100)/10)756,756,400
702 CONTINUE
GO TO 400
JJ=ISYSNO*100+ITO
C
DO 850 IJ=1,140
756 IF(IGRC50(IJ))-(IGRC50(IJ)/10)*10-2)850,758,850
758 IF((IGRC50(IJ))-(IGRC50(IJ)/100000)*100000)/100-JJ)850,759,850
759 IF((IGRC50(IJ))-(IGRC50(IJ)/100)*100)/10)706,706,400
850 CONTINUE
GO TO 400
CBL SYSTEM AND RR SYSTEM
C
IF(LOCST(ITO)/1000000-22)975,975,710
975 DO 707 K=1,56
707 IF(ITCC7(K))-(ITCC7(K)/10)*10-1 SYSTP)707,708,707
708 IF((ITCC7(K))-(ITCC7(K)/100000)*100000)/100-J)707,709,707
709 IF((ITCC7(K))-(ITCC7(K)/100)*100)/10)710,710,400
707 CONTINUE
GO TO 400
C
CHANGE FLAG ON SYSTEM TO OPERATIONAL
710 IF(I SYSTP-1)750,750,751
751 CALL SYSOP(IRRSYS,ISYSNO,IFROM,ITO,NUM4,50,K,KK,I)
IRRSYS(I)=IRRSYS(I)-1
GO TO 752
750 CALL SYSOP(ICBSYS,ISYSNO,IFRCM,ITO,NUM4,K,KK,I)
ICBSYS(I)=ICBSYS(I)-1
WRITE PLAYER MESSAGE
C
752 WRITE(6,711)SYSTYP(I SYSTP),ISYSNC,K,KK
711 FORMAT(/A4,14H SYSTEM NUMBER,12,10H FROM SITE,13,8H TO SITE,13,
118H IS NOW OPERATING.)
C
400 RETURN
END
C
SUBROUTINE OP26(IFRCM,ITC,ISYSNC)
C
THIS SUBROUTINE DETERMINES IF OPERATIONAL AN/GRC-26 WILL ENABLE

```

```

C C      NON-OPERATIONAL H-F SYSTEM TO WORK
C      COMMON/C1/LOCSTI(30),IM102(22),IM103(32),IMCC6(17),IV26(21),
1IGRC50(140),ITTC7(56),IGRC26(21),IRRSYS(50),IHFSYS(20),ICRSYS(10),
2IDUM1(30),IGEN(54),LCCHQ(22)
C      J=ISYSNC*100+IFRCM
C      DO 902 I=1,21
C      IF(IGRC26(I))-(IGPC26(I)/10)*10-3)902,903,902
C      IS SYSTEM AND SITE NUMBER CORRECT
C      IF((IGRC26(I)-(IGRC26(I)/100000)*100000)/100-J)902,904,902
C      IS RADIO OPERATIONAL?
C      904 IF((IGRC26(I)-(IGRC26(I)/100)*100)/10)906,906,400
C      902 CONTINUE
C      GO TO 400
C      CHANGE FLAG ON SYSTEM TO OPERATIONAL
C      906 CALL SYSOP(IHFSYS,ISYSNC,IFRCM,ITC,NUM4,20,K,KK,1)
C      IHFSYS(I)=IHFSYS(I)-1
C      WRITE(6,911)ISYSNO,K,KK
C      911 FORMAT(/1PH H-F SYSTEM NUMBER,I2,10H FROM SITE,I3,8H TO SITE,I3,
118H IS NOW OPERATING.)
C      400 RETURN
C      END

```

```

C C      SUBROUTINE VEHBKD(IVEHTP)
C      THIS SUBROUTINE DETERMINES THE TIME FOR VEHICLE REPAIR, PRINTS AN
C      ESTIMATE FOR THE PLAYERS, AND SCHEDULES REPAIR EVENT
C      DOUBLE PRECISION VEHD,EQUIP
C      COMMON/C1/LOCSTI(30),IM102(22),IM103(32),IMCC6(17),IV26(21),
1IGRC50(140),ITTC7(56),IGRC26(21),IRRSYS(50),IHFSYS(20),ICRSYS(10),
2IDUM1(30),IGEN(54),LCCHQ(22)
C      COMMON/C2/VEHD(5),EQUIP(3),SYSTYP(3),STATUS(2),HQ(69)
C      COMMON/C5/JEVCAL(100),JEVCAL(100),ITIME,IEVCUR
C      COMMON/C6/IX
C      CHANGE VEHICLE DEADLINE PARAMETER, PRINT MESSAGE, DETERMINE IF
C      VEHICLE IS IN TRANSIT
C      INUM=IEVCUR-(IEVCUR/1000)*1000
C      GO TO(6,7,8,9,10),IVEHTP
C      6 ITC=(IM103(INUM)-(IM103(INUM)/10000)*10000)/100
C      IM103(INUM)=IM103(INUM)+10
C      ITR=IM103(INUM)-(IM103(INUM)/10)*10

```

```

GO TO 11
7 ITO=(IMCC6(INUM)-(IMCC6(INUM)/10000)*10000)/100
  IMCC6(INUM)=IMCC6(INUM)+10
  ITR=IMCC6(INUM)-(IMCC6(INUM)/10)*10
GO TO 11
8 ITO=(IM102(INUM)-(IM102(INUM)/10000)*10000)/100
  IM102(INUM)=IM102(INUM)+10
  ITR=IM102(INUM)-(IM102(INUM)/10)*10
GO TO 11
9 ITO=(IV26(INUM)-(IV26(INUM)/10000)*10000)/100
  IV26(INUM)=IV26(INUM)+10
  ITR=IV26(INUM)-(IV26(INUM)/10)*10
GO TO 11
10 ITO=(IGEN(INUM)-(IGEN(INUM)/10000)*10000)/100
  IGEN(INUM)=IGEN(INUM)+10
  ITR=IGEN(INUM)-(IGEN(INUM)/10)*10
  IF(ITR)63,63,62
62 WRITE(6,13)INUM,IT0
13 FORMAT(/17H GENERATOR NUMBER,I3,19H IN TRANSIT TO SITE,I3,
  17H HAS BROKEN DOWN.)
GO TO 1
63 WRITE(6,64)INUM
64 FORMAT(/17H GENERATOR NUMBER,I3,17H HAS BEEN DAMAGED)
GO TO 1
11 IF(ITR)50,50,51
51 WRITE(6,12)VEHID(IVEHTP),INUM,ITC
12 FORMAT(/A9,6HNUMBER,I3,19H IN TRANSIT TO SITE,I3,
  17H HAS BROKEN DCWN.)
GO TO 1
50 WRITE(6,53)VEHID(IVEHTP),INUM
53 FORMAT(/A9,6HNUMBER,I3,17H HAS BEEN DAMAGED)
  CALCULATE TIME FOR REPAIR
  1 CALL GAUSS(IX,90.,180.,REP)
  2 IF(REP)1,2,2
  3 IREP=REP
  4 CALCULATE AND PRINT ESTIMATE
  5 CALL GAUSS(IX,REP/3.,REP,EST)
  6 IF(EST)3,4,4
  7 IEST=EST
  8 IHOURL=0
252 IF(IEST-60)250,251,251
251 IHOURL=IHOURL+1
  IEST=IEST-60
GO TO 252
250 WRITE(6,253)IHOURL,IEST
253 FORMAT(/5X,24HESTIMATED REPAIR TIME IS,I3,6H HOURS,I3,5H MIN.)
  SCHEDULE REPAIR EVENT

```



VEHCC65C  
VEHCC7CC  
VEHCC71C  
VEHCC72C  
VEHCC73C  
VEHCC74C

IEVCAL(100)=60000+IVEHTP\*1000+INUM  
JEVCAL(100)=ITIME+IREP  
CALL ORDER

RETURN  
END

VEHCC10C  
VEHCC12C  
VEHCC13C  
VEHCC14C  
VEHCC15C  
VEHCC16C  
VEHCC17C  
VEHCC18C  
VEHCC19C  
VEHCC20C  
VEHCC21C  
VEHCC22C  
VEHCC23C  
VEHCC24C  
VEHCC25C  
VEHCC26C  
VEHCC27C  
VEHCC28C  
VEHCC29C  
VEHCC30C  
VEHCC31C  
VEHCC32C  
VEHCC33C  
VEHCC34C  
VEHCC35C  
VEHCC36C  
VEHCC37C  
VEHCC38C  
VEHCC39C  
VEHCC40C

SUBROUTINE VEHREP(IVEHTP)  
THIS SUBROUTINE REPAIRS VEHICLES AND SCHEDULES ARRIVAL EVENTS  
DOUBLE PRECISION VEHID,EQUIP  
COMMON/C1/LOCST(30),IM102(22),IM103(32),IMCC6(17),IV26(21),  
1IGRC50(140),ITCC7(55),IGPC25(21),IRRSYS(50),IHFSYS(20),ICBSYS(10),  
2IDUM(30),IGEN(54),LOCHQ(22)  
COMMON/C2/VEHID(5),EQUIP(3),SYSTYP(3),STATUS(2),HQ(59)  
COMMON/C5/JEVCAL(100),JEVCAL(100),ITIME,IEVCUP  
COMMON/C6/IX

FNND DISTANCE TO DESTINATION, CHANGE VEHICLE DEADLINED PARAMETER,  
AND DETERMINE DISTANCE TO NEXT BREAKDOWN

INUM=IEVCUR-(IEVCUR/1000)\*1000  
GO TO(6,7,8,9,10),IVEHTP  
5 ITO=(IM103(INUM)-(IM103(INUM)/10000)\*10000)/100

IDIST=IM103(INUM)/10000  
IM103(INUM)=IM103(INUM)-IDIST\*10000  
CALL GAUSS(IX,100.,200.,RKD)

13 IF(BKD)13,13,14  
14 IBKD=BKD  
IM103(INUM)=IM103(INUM)+IBKD\*10000-10  
ITR=IM103(INUM)-(IM103(INUM)/10)\*10  
GO TO 11

7 ITO=(IMCC6(INUM)-(IMCC6(INUM)/10000)\*10000)/100  
IDIST=IMCC6(INUM)/10000  
IMCC6(INUM)=IMCC6(INUM)-IDIST\*10000

15 CALL GAUSS(IX,100.,200.,RKD)  
16 IF(BKD)15,16,16  
IRKD=BKD  
IMCC6(INUM)=IMCC6(INUM)+IRKD\*10000-10  
ITR=IMCC6(INUM)-(IMCC6(INUM)/10)\*10  
GO TO 11

8 ITO=(IM102(INUM)-(IM102(INUM)/10000)\*10000)/100  
IDIST=IM102(INUM)/10000  
IM102(INUM)=IM102(INUM)-IDIST\*10000

17 CALL GAUSS(IX,100.,200.,RKD)  
18 IF(BKD)17,18,18  
IRKD=BKD

```

IM102(INUM)=IM102(INUM)+IBKD*10000-10
ITR=IM102(INUM)-(IM102(INUM)/10)*10
GO TO 11
9 ITO=(IV26(INUM)-(IV26(INUM)/10000)*10000)/100
IDIST=IV26(INUM)/10000
IV26(INUM)=IV26(INUM)-IDIST*10000
19 CALL GAUSS(IX,100.,200.,BKD)
IF(BKD)19,20,20
20 IBKD=BKD
IV26(INUM)=IV26(INUM)+IBKD*10000-10
ITR=IV26(INUM)-(IV26(INUM)/10)*10
GO TO 11
10 ITO=(IGEN(INUM)-(IGEN(INUM)/10000)*10000)/100
IDIST=IGEN(INUM)/10000
IGEN(INUM)=IGEN(INUM)-IDIST*10000
21 CALL GAUSS(IX,100.,200.,BKD)
IF(BKD)21,22,22
22 IBKD=BKD
IGEN(INUM)=IGEN(INUM)+IBKD*10000-10
ITR=IGEN(INUM)-(IGEN(INUM)/10)*10
IF(ITR)60,60,62
60 WRITE(6,61)INUM,ITD
61 FORMAT(/17H GENERATOR NUMBER,I3,16H LOCATED AT SITE,I3,
119H HAS BEEN REPAIRED.)
RETURN
11 IF(ITR)50,50,51
50 WRITE(6,52)VEHID(IVEHTP),INUM,ITC
52 FORMAT(/A9,6HNUMBER,I3,16H LOCATED AT SITE,I3,
119H HAS BEEN REPAIRED.)
RETURN
62 WRITE(6,23)INUM,ITC
23 FORMAT(/17H GENERATOR NUMBER,I3,44H HAS BEEN REPAIRED AND IS PROCE
EDING TO SITE,I3)
GO TO 24
C
C
PRINT MESSAGE
51 WRITE(6,1)VEHID(IVEHTP),INUM,ITC
1 FORMAT(/A9,6HNUMBER,I3,44H HAS BEEN REPAIRED AND IS PROCEEDING TO
SITE,I3)
C
C
SCHEDULE ARRIVAL EVENT
24 ITIME1=IDIST*(60./18.)
IEVCAL(100)=4000C+IVEHTP*1000+INUM
JEVCAL(100)=ITIME+ITIME1
CALL ORDER
C
RETURN
END

```

SITCCCC1C  
SUBROUTINE SITACK  
SITCCCC1C



```

C THIS SUBROUTINE PROCESSES SITE ATTACKS BY CAUSING EQUIPMENT AND
C VEHICLES TO FAIL IN ACCORDANCE WITH THE SITE RISK CATEGORY. A NEW
C ATTACK TIME IS DETERMINED FOR ATTACKED SITE.
C
C DOUBLE PRECISION VEHID,EQUIP
COMMON/C1/LOC SIT(30),IM102(22),IM103(32),IMCC6(17),IV26(21),
1 IGRCC50(140),ITCC7(56),IGRCC26(21),IRRSYS(50),IHFSYS(20),ICRSYS(10),
2 IDUM1(30),IGEN(54),LOCHQ(22)
COMMON/C2/VEHID(5),EQUIP(3),SYSTYP(3),STATUS(2),HQ(50)
COMMON/C4/IG50FL(140),IT7FL(56),IG26FL(21),IGENFL(54),ISITFL(30)
COMMON/C5/IEVCAL(100),JEVCAL(100),ITIME,IEVCUR
COMMON/C6/IX
C
C DETERMINE PROBABILITY OF EQUIPMENT FAILURE AND ESTABLISH NEW SITE
C ATTACK TIME
ISITE=IEVCUR-((IEVCUR/1000)*1000
ITYPE=LOC SIT(ISITE)/1000000
IDUM2=3*ITYPE-2
IF(ITYPE.EQ.99)IDUM2=67
WRITE(6,70)ISITE,HQ(IDUM2+1),HQ(IDUM2+2)
70 FORMAT(/5H SITE,13,2H (.3A4,20H) HAS BEEN ATTACKED.)
CALL RANDU(IX,IY,YFL)
IX=IY
IF(ITYPE-3)1,1,2
1 PROB=.3
ISITFL(ISITE)=YFL*115200.
GO TO 3
2 IF(ITYPE-59)4,5,4
5 PROB=.7
ISITFL(ISITE)=YFL*86400.
GO TO 3
4 PRGR=.5
ISITFL(ISITE)=YFL*28800.
C
C CHECK EACH MRC-103
DO 6 I=1,22
3 IS MRC-103 AT SITE?
IF((IM103(I)-(IM103(I)/10000)*10000)/100-ISITE)6,7,6
C IS VEH IN TRANSIT?
IF((IM103(I)-(IM103(I)/10)*10)6,12,6
C IS VEH DAMAGED BY ATTACK?
12 CALL RANDU(IX,IY,YFL)
IX=IY
IF(YFL-PROB)8,9,9
C IS VEH ALREADY DEADLINED?
8 IF((IM103(I)-(IM103(I)/100)*100)/10)10,10,0
C CALL BREAKDOWN SUBROUTINE

```

```

10 IEVCUR=50000+I
   CALL VEHKRD(1)
   CHECK GRC-50'S IN VEH FOR FAILURE
   C
9   IROT=I*3+42
   ITOP=IBOT+2
   DO 13 J=IBOT,ITOP
   IS GRC-50 DEADLINED ALREADY?
   C
   IF((IGRC50(J)-(IGRC50(J)/100)*100)/10)15,15,13
   IS RADIO DAMAGED BY ATTACK
   C
15  CALL RANDU(IX,IY,YFL)
   IX=IY
   IF(YFL-PROB)14,13,13
14  IEVCUR=11000+J
   CALL EQFAIL
13  CONTINUE
16  CONTINUE
   C
MCC-6
SAME COMMENTS AS IN MRC-103 APPLY
   C
DO 16 I=1,17
   IF((IMCC6(I)-(IMCC6(I)/10000)*10000)/100-ISITE)16,17,16
17  IF((IMCC6(I)-(IMCC6(I)/10)*10)16,22,16
22  CALL RANDU(IX,IY,YFL)
   IX=IY
   IF(YFL-PROB)18,19,19
18  IF((IMCC6(I)-(IMCC6(I)/100)*100)/10)20,20,19
20  IEVCUR=50000+I
   CALL VEHKRD(2)
19  IBOT=I*2+21
   ITOP=IBOT+1
   DO 23 J=IBOT,ITOP
   IF((ITCC7(J)-(ITCC7(J)/100)*100)/10)25,25,13
25  CALL RANDU(IX,IY,YFL)
   IX=IY
   IF(YFL-PROB)24,23,23
24  IEVCUR=12000+J
   CALL EQFAIL
23  CONTINUE
16  CONTINUE
   C
MRC-102
DO 26 I=1,22
   IF((IM102(I)-(IM102(I)/10000)*10000)/100-ISITE)26,27,26
27  IF((IM102(I)-(IM102(I)/10)*10)26,32,26
32  CALL RANDU(IX,IY,YFL)
   IX=IY
   IF(YFL-PROB)28,29,29
28  IF((IM102(I)-(IM102(I)/100)*100)/10)30,30,29

```

```

SIITOC50
SIITOC510
SIITOC520
SIITOC530
SIITOC540
SIITOC550
SIITOC560
SIITOC570
SIITOC580
SIITOC590
SIITOC600
SIITOC610
SIITOC620
SIITOC630
SIITOC640
SIITOC650
SIITOC660
SIITOC670
SIITOC680
SIITOC690
SIITOC700
SIITOC710
SIITOC720
SIITOC730
SIITOC740
SIITOC750
SIITOC760
SIITOC770
SIITOC780
SIITOC790
SIITOC800
SIITOC810
SIITOC820
SIITOC830
SIITOC840
SIITOC850
SIITOC860
SIITOC870
SIITOC880
SIITOC890
SIITOC900
SIITOC910
SIITOC920
SIITOC930
SIITOC940
SIITOC950
SIITOC960
SIITOC970

```



```

56 CONTINUE
RETURN
END

SUBROUTINE EQREM(ITYPE)
THIS SUBROUTINE REMOVES EQUIPMENT FROM A SYSTEM ON PLAYERS REQUEST
DOUBLE PRECISION VEHID,EQUIP
COMMON/C1/LOC SIT(30),IM102(22),IM103(32),IMCC6(17),IV26(21),
1IGRC50(140),ITCC7(56),IGRC26(21),IRRSYS(50),IHFSYS(20),ICRSYS(10),
2IDUM1(30),IGEN(54),LOCHQ(22)
COMMON/C2/VEHID(5),EQUIP(3),SYSTYP(3),STATUS(2),HQ(59)
COMMON/C4/IG50FL(140),IT7FL(56),IG26FL(21),IGENFL(54)
COMMON/C5/IEVCAL(100),JEVCAL(100),ITIME,IEVCUR
NUM4=0
GO TO(1,2,3),ITYPE

GRC-50
PRINT MESSAGE AND RECEIVE DATA
1 WRITE(6,10)EQUIP(1)
10 FORMAT(/8H REMOVE ,A8,11HFRGM SYSTEM//28H SITE NO, SYSTEM NO, TO
SITE/8H XX X XX)
11 READ(5,11)ISITE1,ISYSNO,ISITE2
11 FORMAT(2I2,I3)
12 WRITE(6,12)ISITE1,ISYSNO,ISITE2
12 FORMAT(I3,I2,I3)
DOES SYSTEM EXIST AT SITE?
CALL SYSQP(IRRSYS,ISYSNO,ISITE1,ISITE2,NUM4,50,IFROM,ITO,II)
IF(NUM4-3)13,14,14
14 WRITE(6,15)
15 FORMAT(/22H SYSTEM DOES NOT EXIST)
IS GRC-50 CONNECTED TO SYSTFM
J=ISYSNO*100+ISITE2
DO 16 I=1,140
IF((IGRC50(I)-(IGRC50(I)/100000)*100000)/100-J)16,17,16
17 IVEHND=(IGRC50(I)-IGRC50(I)/1000000)*1000000/100000
IF(IVEHND-1)19,19,20
19 NUM2=3
IF((IM102(IVEHND)-(IM102(IVEHND)/10000)*10000)/100-ISITE1)16,21,16
20 NUM2=1
IF((IM103(IVEHND)-(IM103(IVEHND)/10000)*10000)/100-ISITE1)16,21,16
16 CONTINUE

```







```

31 IVEHND=(ITCC7(I)-(ITCC7(I)/1000000)*1000000)/100000
   IVEHTP=ITCC7(I)/1000000
   IF(IVEHTP-1)32,32,33
32 NUM2=3
33 NUM2=2
30 CONTINUE
   GO TO 6C
C
34 ITCC7(I)=ITCC7(I)-J*100
   WRITE(6,22)EQUIP(ITYPE),VEHID(NUM2),IVEHND,ISITE1,SYSTYP(ISYSTP),
1 ISYSNO,IFROM,ITO
   IF FAILURE IS IN FUTURE EVENTS TABLE REMOVE IT
   DO 93 K=1,100
   IF(IEVCAL(K)-(12000+I))93,94,93
94 IT7FL(I)=JEVCAL(K)-ITIME
   DO 95 L=K,99
   IEVCAL(L)=IEVCAL(L+1)
   JEVCAL(L)=JEVCAL(L+1)
   JEVCAL(100)=0
   JEVCAL(100)=0
93 CONTINUE
   DOES THIS MAKE SYSTEM NON-OPERATIVE?
   GO TO(35,36),ISYSTP
35 IF(ICBSYS(II))-(ICBSYS(II)/10)*10)37,37,100
37 ICBSYS(II)=ICBSYS(II)+1
   GO TO 38
C
C
C
GRC-26
PRINT MESSAGE AND RECEIVE DATA
3 WRITE(6,10)EQUIP(3)
READ(5,11)ISITE1,ISYSNO,ISITE2
WRITE(6,12)ISITE1,ISYSNO,ISITE2
DOES SYSTEM EXIST AT SITE
CALL SYSOP(IHFSYS,ISYSNO,ISITE1,ISITE2,NUM4,20,IFROM,ITO,II)
39 IS GRC-26 CONNECTED TC SYSTEM
J=ISYSNO*100+ISITE2
DO 41 I=1,21
IF((IGRC26(I)-(IGRC26(I)/100000)*100000)/100-J)41,80,41
80 IF((IV26(I)-(IV25(I)/10000)*10000)/100-ISITE1)41,42,41
41 CONTINUE
   GO TO 6C
C
REMOVE GRC-26 FROM SYSTEM
42 IGRC26(I)=IGRC26(I)-J*100
   WRITE(6,22)EQUIP(ITYPE),VEHID(4),I,ISITE1,SYSTYP(ITYPE),ISYSNO,
1 IFROM,ITO

```

```

EORCC91C
EORCC92C
EORCC93C
EORCC94C
EORCC95C
EORCC96C
EORCC97C
EORCC98C
EORCC99C
EORC100C
EORC101C
EORC102C
EORC103C
EORC104C
EORC105C
EORC106C
EORC107C
EORC108C
EORC109C
EORC110C
EORC111C
EORC112C
EORC113C
EORC114C
EORC115C
EORC116C
EORC117C
EORC118C
EORC119C
EORC120C
EORC121C
EORC122C
EORC123C
EORC124C
EORC125C
EORC126C
EORC127C
EORC128C
EORC129C
EORC130C
EORC131C
EORC132C
EORC133C
EORC134C
EORC135C
EORC136C
EORC137C
EORC138C

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```

C      IF FAILURE EXISTS IN FUTURE EVENTS TABLE REMOVE IT
DO 96 K=1,100
IF (IEVCAL(K)-(13000+I))96,97,96
97  IG26FL(I)=JEVCAL(K)-ITIME
DO 98 L=K,99
IEVCAL(L)=IEVCAL(L+1)
99  JEVCAL(L)=JEVCAL(L+1)
JEVCAL(100)=0
JEVCAL(100)=0
95  CONTINUE
C      DOES THIS MAKE SYSTEM NON-OPERATIVE?
IF (IHFSYS(II)-(IHFSYS(II)/10)*10)43,43,100
C      CHANGE SYSTEM STATUS
43  IHFSYS(II)=IHFSYS(II)+1
WRITE(6,24)SYSTYP(ITYPE),ISYSNC,IFROM,ITO
C      RETURN
100 RETURN
END

```

```

SUBROUTINE EQINST(NUMB)
THIS SUBROUTINE SCHEDULES INSTALLATION EVENTS AND INSTALLS EQUIP-
MENT ON PLAYERS REQUEST
C      DOUBLE PRECISION VEHD,EQUIP
COMMON/C1/LOCST(30),IM102(22),IM103(32),IMCC6(17),IV26(21),
1  IGRC50(140),ITCC7(56),IGRC26(21),IRRSYS(50),IHFSYS(20),ICRSYS(10),
2  IDUM1(30),IGEN(54),LCCHQ(22)
COMMON/C2/VEHD(5),EQUIP(3),SYSTYP(3),STATUS(2),HQ(69)
COMMON/C3/VEHID(100),JEVCAL(100),ITIME,IEVCUR
COMMON/C6/IX
C      NUM4=C
GO TO (1,2,3,4,4,4),NUMB
C      GRC-50 MESSAGE AND RECEIVE INPUT
WRITE(6,7)EQUIP(1)
7  FORMAT(/5H INSTALL ,A8,10H CN SYSTEM//69H SITE NO, VEH TYPE (1=MRC
1-103, 2=MRC-102), VEH NO, SYSTEM NC, TO SITE/13H XX X XX X XX)
READ(5,8)ISITE1,IVEH,IVEHNC,ISYSNC,ISITE2
8  FORMAT(2I2,13I2,13)
FORMAT(6,9)ISITE1,IVEH,IVEHNC,ISYSNC,ISITE2
9  FORMAT(I2,I2,I3,I3,I3,I3)
C      IS VEHICLE AT SITE CP IN TRANSIT?
ISYSTP=2
GO TO(10,11),IVEH
EQICCC10
EQI0C020
EQI0C030
EQI0C040
EQI0C050
EQI0C060
EQI0C070
EQI0C080
EQI0C090
EQI0C100
EQI0C110
EQI0C120
EQI0C130
EQI0C140
EQI0C150
EQI0C160
EQI0C170
EQI0C180
EQI0C190
EQI0C200
EQI0C210
EQI0C220
EQI0C230
EQI0C240
EQI0C250
EQI0C260
EQI0C270
EQI0C280

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```

C      10 MRC-103
      NUM2=1
      IF((IM103(IVEHNO)-(IM103(IVEHNO)/10000)*10000)/100-ISITE1)12,13,12 EQ10C250
      IF((IM103(IVEHNO)-(IM103(IVEHNO)/10)*10)/15,15,16 EQ10C300
      13 IF((IM103(IVEHNO)-(IM103(IVEHNO)/10)*10)/15,15,16 EQ10C310
      12 WRITE(6,14)VEHID(NUM2),IVEHNC,ISITE1 EQ10C320
      14 FORMAT(/A9,6HNUMBER,13,23H IS NOT LOCATED AT SITE,13) EQ10C330
      GO TO 100 EQ10C340
      16 WRITE(6,17)VEHID(NUM2),IVEHNC EQ10C350
      17 FORMAT(/A9,6HNUMBER,13,14H IS IN TRANSIT) EQ10C360
      GO TO 100 EQ10C370
      MRC-102 EQ10C380
      11 NUM2=3 EQ10C390
      IF((IM102(IVEHNO)-(IM102(IVEHNO)/10000)*10000)/100-ISITE1)12,18,12 EQ10C400
      18 IF((IM102(IVEHNO)-(IM102(IVEHNO)/10)*10)/15,15,16 EQ10C410
      C      15 DOES SYSTEM EXIST AT SITE? EQ10C420
      20 CALL SYSOP(IRSYS,ISYSNO,ISITE1,ISITE2,NUM4,50,IFROM,ITO,II) EQ10C430
      IF(NUM4-3)19,20,20 EQ10C440
      20 WRITE(6,21) EQ10C450
      21 FORMAT(/22H SYSTEM DOES NOT EXIST) EQ10C460
      GO TO 100 EQ10C470
      C      19 IS EQUIP CONNECTED TO SYSTEM ALREADY? EQ10C480
      J=ISYSNO*100+ISITE2 EQ10C490
      DO 22 I=1,140 EQ10C500
      23 IVEHNU=(IGRC50(I)-(IGRC50(I)/1000000)*100-J)22,23,22 EQ10C510
      IVEHTP=IGRC50(I)/1000000 EQ10C520
      IF(IVEHTP-1)24,24,25 EQ10C530
      24 NUM5=3 EQ10C540
      IF((IM102(IVEHNU)-(IM102(IVEHNU)/10000)*10000)/100-ISITE1)22,26,22 EQ10C550
      25 NUM5=1 EQ10C560
      IF((IM103(IVEHNU)-(IM103(IVEHNU)/10000)*10000)/100-ISITE1)22,26,22 EQ10C570
      26 WRITE(6,27)EQUIP(NUM8),VEHID(NUM5),IVEHNU EQ10C580
      27 FORMAT(/A9,2HIN,A9,6HNUMBER,13,31H IS ALREADY CONNECTED TO SYSTEM) EQ10C590
      GO TO 100 EQ10C600
      C      22 CONTINUE EQ10C610
      IS GRC-50 AVAILABLE AND OPERATIONAL? EQ10C620
      GO TO(28,29),IVEH EQ10C630
      C      28 MRC-103 EQ10C640
      IBOT=42+IVEHNO*3 EQ10C650
      ITOP=IBOT+2 EQ10C660
      GO TO 30 EQ10C670
      C      29 MRC-102 EQ10C680
      IBOT=IVEHNO*2-1 EQ10C690
      ITOP=IBOT+1 EQ10C700
      30 DO 31 K=IBOT,ITOP EQ10C710
      31 IF((IGRC50(K)-(IGRC50(K)/1000000)*100000)/100)33,33,31 EQ10C720
      CONTINUE EQ10C730
      WRITE(6,34)EQUIP(NUM8) EQ10C740
      EQ10C750

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34 FORMAT(/11H NO UNUSED ,A7,11H IN VEHICLE)
35 GO TO 100
36 IF((IGRC50(K)-(IGRC50(K)/100)*100)/10)35,35,36
37 IF(K-1TOP)37,38,38
38 IBOT=K+1
39 GO TO 30
38 WRITE(6,39)EQUIP(NUMB)
39 FORMAT(/11H NO UNUSED ,A7,34H WHICH IS NOT DECLINED IN VEHICLE)
GO TO 100
SCHEDULE INSTALLATION EVENT AND CHANGE GPC-50 UNIT TO REFLECT
INSTALLATION
JEVVAL(100)=31000+K
93 IGRC50(K)=(IGRC50(K)/10)*10+100*J+2
CALL GAUSS(IX,5,.15.,TIME1)
78 IF(TIME1)93,78,78
ITIME1=TIME1
JEVVAL(100)=ITIME+ITIME1
CALL ORDER
PRINT MESSAGE
WRITE(6,40)EQUIP(NUMB),VEHID(NUM2),IVEHNO,ISITE1,SYSTYP(ISYSTP),
1 IFROM,I TO
40 IFROM,I TO
40 IFROM,I TO
1E,I3/12H HAS REGUN. ,A4,20H SYSTEM IS FROM SITE,I3,8H TO SITE,I3,
21H.)
GO TO 100
TCC-7 MESSAGE AND RECEIVE INPUT
WRITE(6,41)
41 FORMAT(/24H INSTALL TCC-7 ON SYSTEM//91H SITE NO, VEH TYPE (1=MRC-
215H XX XX XX XX XX XX X)
42 READ(5,42)ISITE1,IVEH,IVEHNC,ISYSNC,ISITE2,ISYSTP
42 FORMAT(2I2,I3,I2,I3,I2)
43 WRITE(6,43)ISITE1,IVEH,IVEHNO,ISYSNO,ISITE2,ISYSTP
43 FORMAT(I3,I2,I3,I2,I3,I2)
43 IS VEHICLE AT SITE CP IN TRANSIT
GO TO(50,51),IVEH
MRC-102
50 NUM2=3
IF((IM102(IVEHNO)-(IM102(IVEHNO)/10000)*10000)/100-ISITE1)12,53,12
53 IF((IM102(IVEHNO)-(IM102(IVEHNO)/10)*10)55,55,16
MCC-6
51 NUM2=2
IF((IMCC6(IVEHNO)-(IMCC6(IVEHNO)/10000)*10000)/100-ISITE1)12,58,12
58 IF((IMCC6(IVEHNO)-(IMCC6(IVEHNO)/10)*10)55,55,16
DOFS SYSTEM EXIST AT SITE?
55 GO TO(59,60),ISYSTP

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3 WRITE(6,80)
80 FORMAT(/25H INSTALL GRC-26 ON SYSTEM//36H SITE NO, VEH NO, SYSTEM
1 NO, TO SITE/11H XX XX X XX)
81 READ(5,81) ISITE1,IVEHNO,ISYSNO,ISITE2
81 FORMAT(12,13,12,13)
82 WRITE(6,82) ISITE1,IVEHNO,ISYSNO,ISITE2
82 FORMAT(213,12,13)
NUM2=4
C IS VEHICLE AT SITE OR IN TRANSIT?
83 IF((IV26(IVEHNO)-(IV26(IVEHNO)/10000)*10000)/100-ISITE1)12,83,12
C IF((IV26(IVEHNO)-(IV26(IVEHNO)/10)*10)84,84,16
84 DOES SYSTEM EXIST AT SITE?
CALL SYSOP(IHFSYS,ISYSNO,ISITE1,ISITE2,NUM4,IFROM,ITO,II)
C IF(NUM4-3)85,20,20
85 IS EQUIPMENT CONNECTED TO A SYSTEM ALREADY
J=ISYSNO*100+ISITE2
DO 86 I=1,21
IF((IGRC26(I)/(100000)*100000)/100-J)86,87,86
87 IF((IV26(I)-(IV26(I)/10000)*10000)/100-ISITE1)86,88,86
88 WRITE(6,27)EQUIP(NUMB),VEHID(4),I
GO TO 100
86 CONTINUE
C IS GRC-26 AVAILABLE AND OPERATIONAL?
IF((IGRC26(IVEHNO)-(IGRC26(IVEHNO)/100000)*100000)/100)89,89,71
89 IF((IGRC26(IVEHNO)-(IGRC26(IVEHNO)/100)*100)/10)90,90,38
C SCHEDULE INSTALLATION EVENT AND CHANGE GRC-26 UNIT TO REFLECT
INSTALLATION
IEVCAL(100)=3000+IVEHNO
90 IGRC26(IVEHNO)=(IGRC26(IVEHNO)/10)*10+100*J+3
91 CALL GAUSS(IX,5,15,TIME1)
IF(TIME1)91,78,78
C
C
C IS THERE AN EVENT IN FUTURE EVENTS TABLE CALLING FOR INSTALLATION
OF EQUIPMENT ON SAME SYSTEM
4 IEQTP=NUMB-3
IEQNO=IEVCUR-(IEVCUR/1000)*1000
GO TO EQUIPMENT TYPE
GO TO(101,102,103),IEQTP
101 IDUM4=IGRC50(IEQNO)
GO TO 104
102 IDUM4=ITCC7(IEQNO)
GO TO 104
103 IDUM4=IGRC26(IEQNO)
104 IVEHTP=IDUM4/10000000
IVEHNO=(IDUM4-(IDUM4/10000000)*10000000)/100000
ISYSNO=(IDUM4-(IDUM4/1000000)*100000)/10000
ISITE1=(IDUM4-(IDUM4/10000)*10000)/100

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```

EQIO11730
EQIO11740
EQIO11750
EQIO11760
EQIO11770
EQIO11780
EQIO11790
EQIO11800
EQIO11810
EQIO11820
EQIO11830
EQIO11840
EQIO11850
EQIO11860
EQIO11870
EQIO11880
EQIO11890
EQIO11900
EQIO11910
EQIO11920
EQIO11930
EQIO11940
EQIO11950
EQIO11960
EQIO11970
EQIO11980
EQIO11990
EQIO2000
EQIO2001
EQIO2002
EQIO2003
EQIO2004
EQIO2005
EQIO2006
EQIO2007
EQIO2008
EQIO2009
EQIO2010
EQIO2011
EQIO2012
EQIO2013
EQIO2014
EQIO2015
EQIO2016
EQIO2017
EQIO2018
EQIO2019
EQIO2020

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C      ISYSTP=IDUM4-(IDUM4/10)*10
      GO TO VEHICLE TYPE
      GO TO(105,106,107,108),IVEHTP
105    ISITE2=(IM102(IVEHNO)-(IM102(IVEHNO)/10000)*10000)/100
      NUM2=3
      GO TO 109
106    ISITE2=(IM103(IVEHNO)-(IM103(IVEHNO)/10000)*10000)/100
      NUM2=1
      GO TO 109
107    ISITE2=(IMCC6(IVEHNO)-(IMCC6(IVEHNO)/10000)*10000)/100
      NUM2=2
      GO TO 109
108    ISITE2=(IV26(IVEHNO)-(IV26(IVEHNO)/10000)*10000)/100
      NUM2=4
      DETERMINE IF THERE EXISTS AN EVENT IN FUTURE EVENTS CALENDER
      TO INSTALL EQUIPMENT ON SAME SYSTEM
      CALL CKEVNT(ISITE1,ISITE2,ISYSTP,ISYSNO,IRESLT)
      WRITE MESSAGE
      WRITE(6,11)EQUIP(IEQTP),VEHID(NUM2),IVEHNO,ISITE2,SYSTP(ISYSTP),
111    ISYSNO,ISITE1,ISITE2
      IFORMAT(/17H INSTALLATION OF ,A8,3HIN ,A8,6HNUMBER,I3,8H AT SITE,
113,3H ON ,A4,10H SYSTEM NO,I2/10H FROM SITE,I3,8H TO SITE,I3,
219H HAS BEEN COMPLETED)
      IF(IRESLT)110,110,100
      WILL THIS EQUIPMENT MAKE THE SYSTEM OPERATIONAL?
110    GO TO(112,113,114),IEQTP
112    CALL OP50(ISITE2,ISITE1,ISYSNO,IEQNO)
      GO TO 100
113    CALL OP7(ISITE2,ISITE1,ISYSNO,ISYSTP,IEQNO)
      GO TO 100
114    CALL OP26(ISITE2,ISITE1,ISYSNO)
C      100 RETURN
      END

```

EQI02210  
EQI02220  
EQI02230  
EQI02240  
EQI02250  
EQI02260  
EQI02270  
EQI02280  
EQI02290  
EQI02300  
EQI02310  
EQI02320  
EQI02330  
EQI02340  
EQI02350  
EQI02360  
EQI02370  
EQI02380  
EQI02390  
EQI02400  
EQI02410  
EQI02420  
EQI02430  
EQI02440  
EQI02450  
EQI02460  
EQI02470  
EQI02480  
EQI02490  
EQI02500  
EQI02510  
EQI02520  
EQI02530  
EQI02540

```

SUBROUTINE CKEVNT(ISITE1,ISITE2,ISYSTP,ISYSNO,IRESLT)

THIS SUBROUTINE DETERMINES IF THERE IS ANY EVENT IN THE FUTURE
EVENTS TABLE CALLING FOR INSTALLATION OF EQUIPMENT ON THE SAME
SYSTEM AS THE ONE UNDER CONSIDERATION

COMMON/C1/LOCSIT(30),IM102(22),IM103(32),IMCC6(17),IV26(21),
1IGRC50(140),ITCC7(56),IGRC26(21),IRRSYS(50),IHFSYS(10),
2IDUM1(30),IGEN(54),LOCHQ(22)
COMMON/C5/IEVCAL(100),JEVCAL(100),ITIME,IEVCUR

IRESLT=0

```

CKE00010  
CKE00020  
CKE00030  
CKE00040  
CKE00050  
CKE00060  
CKE00070  
CKE00080  
CKE00090  
CKE00100  
CKE00110  
CKE00120

```

C      FIND SCHEDULED INSTALLATION EVENT IF ANY EXIST
C      DO 1 I=1,100
C      DOES EVENT CALL FOR INSTALLATION?
C      IF(IEVCAL(I)/10000-3)1,2,1
C      2 IEQTP=(IEVCAL(I)-(IEVCAL(I)/10000)*10000)/1000
C      IEQNO=IEVCAL(I)-(IEVCAL(I)/1000)*1000
C      GO TO EQUIPMENT TYPE
C      GO TO(101,102,103),IEQTP
C      101 IDUM4=IGRC50(IEQNO)
C      102 GO TO 104
C      103 IDUM4=ITCC7(IEQNO)
C      104 GO TO 104
C      IDUM4=IGRC26(IEQNO)
C      IVEHNP=IDUM4/10000000
C      IVEHND=(IDUM4-(IDUM4/10000000)*1000000)/100000
C      ISYSNU=(IDUM4-(IDUM4/100000)*100000)/10000
C      IFROM=(IDUM4-(IDUM4/10000)*10000)/100
C      ISYSTV=IDUM4-(IDUM4/10)*10
C      GO TO VEHICLE TYPE
C      GO TO(105,106,107,108),IVEHNP
C      105 ITO=(IM102(IVEHND)-(IM102(IVEHND)/10000)*10000)/100
C      GO TO 109
C      106 ITO=(IM103(IVEHND)-(IM103(IVEHND)/10000)*10000)/100
C      GO TO 109
C      107 ITO=(IMCC6(IVEHND)-(IMCC6(IVEHND)/10000)*10000)/100
C      GO TO 109
C      108 ITO=(IV26(IVEHND)-(IV26(IVEHND)/10000)*10000)/100
C      ARE SYSTEM TYPES THE SAME
C      IF(ISTYSTP-ISTYSTV)1,110,1
C      109 ARE SYSTEM NUMBERS THE SAME?
C      IF(ISTYSNO-ISTYSNU)1,111,1
C      110 ARE TO AND FROM SITES THE SAME?
C      IF(IFROM-ISITE1)112,113,112
C      111 IF(ITO-ISITE1)1,116,1
C      112 IF(ITO-ISITE2)1,115,1
C      113 IF(ITO-ISITE2)1,115,1
C      115 EVENT HAS BEEN FOUND
C      IRESULT=1
C      RETURN
C      1 CONTINUE
C      RETURN
C      END

```

CKF00130  
 CKF00140  
 CKF00150  
 CKF00160  
 CKF00170  
 CKF00180  
 CKF00190  
 CKF00200  
 CKF00210  
 CKF00220  
 CKF00230  
 CKF00240  
 CKF00250  
 CKF00260  
 CKF00270  
 CKF00280  
 CKF00290  
 CKF00300  
 CKF00310  
 CKF00320  
 CKF00330  
 CKF00340  
 CKF00350  
 CKF00360  
 CKF00370  
 CKF00380  
 CKF00390  
 CKF00400  
 CKF00410  
 CKF00420  
 CKF00430  
 CKF00440  
 CKF00450  
 CKF00460  
 CKF00470  
 CKF00480  
 CKF00490  
 CKF00500  
 CKF00510  
 CKF00520  
 CKF00530  
 CKF00540  
 CKF00550



```

SUBROUTINE SYSREM(ISYSTP)
  THIS SUBROUTINE REMOVES A SYSTEM ON PLAYERS REQUEST. IF ANY
  EQUIPMENT IS CURRENTLY ON THE SYSTEM IT IS REMOVED FROM IT.
  DOUBLE PRECISION VEHD,EQUIP
  COMMON/C1/LOCST(30),IM102(22),IM103(32),IMCC6(17),IV26(21),
  1IGRC50(140),ITCC7(56),IGRC26(21),IRRSYS(50),IHFSYS(10),ICBSYS(10),
  2IDUM1(30),IGEN(54),LOCHQ(22)
  COMMON/C2/VEHD(5),EQUIP(3),SYSTYP(3),STATUS(2),HQ(69)
  NUM4=0
  GO TO(1,2,3),ISYSTP
  RR SYSTEM
  READ INPUT AND PRINT MESSAGE
  2 WRITE(6,4)SYSTYP(ISYSTP)
  4 FORMAT(/12H DISCONTINUE,A5,7H SYSTEM//13H FROM,TO, NUM/8H XX XX X
  1)
  5 READ(5,5)ISITE1,ISITE2,ISYSNO
  5 FORMAT(I2,I3,I2)
  19 WRITE(6,19)ISITE1,ISITE2,ISYSNO
  19 FORMAT(2I3,I2)
  ITYPE=1
  DETERMINE IF SYSTEM EXISTS
  CALL SYSOP(IRRSYS,ISYSNO,ISITE1,ISITE2,NUM4,50,IFROM,ITO,II)
  IF(NUM4-3)6,7,6
  SYSTEM DOES NOT EXIST
  7 WRITE(6,8)
  8 FORMAT(/22H SYSTEM DOES NOT EXIST)
  GO TO 100
  REMOVE SYSTEM
  IRRSYS(II)=0
  CHECK EACH GRC-50 TO DETERMINE IF IT IS ON SYSTEM
  DO 9 I=1,140
  ITO=(IGRC50(I)-(IGRC50(I)/10000)*10000)/100
  IVEHNO=(IGRC50(I)-(IGRC50(I)/10000000)*10000000)/100000
  IVEHTP=IGRC50(I)/10000000
  IF(I TO-ISITE1)10,11,10
  IF(I TO-ISITE2)9,11,9
  10 GO TO(12,13),IVEHTP
  11 IFROM=(IM102(IVEHNO)-(IM102(IVEHNO)/10000)*10000)/100
  12 NUM2=3
  GO TO 14
  13 IFROM=(IM103(IVEHNO)-(IM103(IVEHNO)/10000)*10000)/100
  NUM2=1
  14 IF(IFROM-ISITE2)16,15,16
  16 IF(IFROM-ISITE1)9,15,9
  15 ISYSNU=(IGRC50(I)-(IGRC50(I)/1000000)*1000000)/10000

```

SYS00010  
 SYS00020  
 SYS00030  
 SYS00040  
 SYS00050  
 SYS00060  
 SYS00070  
 SYS00080  
 SYS00090  
 SYS00100  
 SYS00110  
 SYS00120  
 SYS00130  
 SYS00140  
 SYS00150  
 SYS00160  
 SYS00170  
 SYS00180  
 SYS00190  
 SYS00200  
 SYS00210  
 SYS00220  
 SYS00230  
 SYS00240  
 SYS00250  
 SYS00260  
 SYS00270  
 SYS00280  
 SYS00290  
 SYS00300  
 SYS00310  
 SYS00320  
 SYS00330  
 SYS00340  
 SYS00350  
 SYS00360  
 SYS00370  
 SYS00380  
 SYS00390  
 SYS00400  
 SYS00410  
 SYS00420  
 SYS00430  
 SYS00440  
 SYS00450  
 SYS00460  
 SYS00470  
 SYS00480

```

C      IF(I SYSNU-I SYSND)9,17,9
C      REMOVE GRC-50 FROM SYSTEM
C      17 IGRCSO(I)=IGRC50(I)-(I SYSND*100+ITO)*100
C      PRINT MESSAGE
C      WRITE(6,22)EQUIP(ITYPE),VEHID(NUM2),IVEHNO,IFROM,SYSTYP(1SYSTP),
C      1 I SYSNO,I SITE1,ISITE2
C      22 FORMAT(/A9,3HIN,A8,6HNUMBER,I3,8H AT SITE,I3,22H HAS BEEN REMOVED
C      1 FROM,A4/14H SYSTEM NUMBER,I2,10H FROM SITE,I3,8H TO SITE,I3,1H,
C      9 CONTINUE
C      GO TO 23
C
C      CBL SYSTEM MESSAGE AND RECEIVE INPUT
C      1 WRITE(6,4)SYSTYP(1SYSTP)
C      READ(5,5)I SITE1,ISITE2,I SYSNO
C      WRITE(6,19)I SITE1,ISITE2,I SYSNO
C      DETERMINE IF SYSTEM EXISTS
C      CALL SYSOP(ICBSYS,I SYSNO,I SITE1,ISITE2,NUM4,10,IFROM,ITO,II)
C      IF(NUM4-3)45,7,45
C      REMOVE SYSTEM
C      45 ICBSYS(II)=0
C      CHECK EACH TCC-7 TO DETERMINE IF IT IS ON SYSTEM
C      23 ITYPE=2
C      DO 24 J=1,56
C      ITO=(ITCC7(J)/10000)*10000/100
C      IVEHNO=(ITCC7(J)-(ITCC7(J)/10000000)*10000000)/100000
C      IVEHTP=ITCC7(J)/10000000
C      IF(ITO-I SITE1)25,26,25
C      25 IF(ITO-I SITE2)24,26,24
C      26 GO TO(28,29,29),IVEHTP
C      28 IFROM=(IM102(IVEHNO)-(IM102(IVEHNO)/10000)*10000)/100
C      NUM2=3
C      GO TO 30
C      29 IFROM=(IMCC6(IVEHNO)-(IMCC6(IVEHNO)/10000)*10000)/100
C      NUM2=2
C      30 IF(IFROM-I SITE2)32,31,32
C      32 IF(IFROM-I SITE1)24,31,24
C      31 I SYSNU=(ITCC7(J)-(ITCC7(J)/1000000)*1000000)/10000
C      33 IF(I SYSNU-I SYSNO)24,33,24
C      33 IF(ITCC7(J)-(ITCC7(J)/10)*10-I SYSTP)24,34,24
C      34 REMOVE TCC-7 FROM SYSTEM
C      ITCC7(J)=ITCC7(J)-(I SYSNO*100+ITO)*100
C      1 I SYSNO,I SITE1,ISITE2
C      CONTINUE
C      24 WRITE(6,46)SYSTYP(1SYSTP),I SYSNO,I SITE1,ISITE2
C      47 FORMAT(/A5,14H SYSTEM NUMBER,I2,10H FROM SITE,I3,8H TO SITE,I3,
C      1 I8H HAS BEEN REMOVED.)

```



```

GO TO 100
H-F SYSTEM AND RECEIVE INPUT
WRITE(6,4)SYSTYP(I SYSTP)
READ(5,5)ISITE1,ISITE2,ISYSNO
WRITE(6,19)ISITE1,ISITE2,ISYSNO
ITYPE=3
DETERMINE IF SYSTEM EXISTS
CALL SYSOP(IHFSYS,ISYSNO,ISITE1,ISITE2,NUM4,20,IFROM,ITO,II)
IF(NUM4-3)35,7,35
REMOVE SYSTEM
IHFSYS(II)=0
35 CHECK EACH GRC-26 TO DETERMINE IF IT IS ON SYSTEM
DO 36 I=1,21
ITO=(IGRC26(I)-(IGRC26(I)/10000)*10000)/100
IF(ITO-ISITE1)37,38,37
37 IF(ITO-ISITE2)36,38,36
38 IFROM=(IV26(I)-(IV26(I)/10000)*10000)/100
NUM2=4
IF(IFROM-ISITE2)39,40,39
39 IF(IFROM-ISITE1)36,40,36
40 ISYSNU=(IGRC26(I)-(IGRC26(I)/100000)*100000)/10000
IF(ISYSNU-ISYSNO)36,41,36
REMOVE GRC-26 FROM SYSTEM
41 IGRC26(I)=IGRC26(I)-(ISYSNO*100+ITO)*100
WRITE(6,22)EQUIP(ITYPE),VEHID(NUM2),IVEHNO,IFROM,SYSTYP(I SYSTP),
1 ISYSNO,ISITE1,ISITE2
36 CONTINUE
GO TO 47
100 RETURN
END

```

```

C
C
SUBROUTINE SYINST(ISYSTP)
C
C   THIS SUBROUTINE INSTALLS A SYSTEM ON PLAYERS REQUEST
C   DOUBLE PRECISION VEHID,EQUIP
C   COMMON/C1/LOC SIT(30),IM102(22),IM103(32),IMCC6(17),IV26(21),
C   1IGRC50(140),ITCC7(56),IGRC26(21),IRRSYS(50),IHFSYS(10),ICBSYS(10),
C   2IDUM1(30),IGEN(54),LOCHQ(22)
C   COMMON/C2/VEHID(5),EQUIP(3),SYSTYP(3),STATUS(2),HQ(69)
C
C   NUM4=0
C   PRINT MESSAGE AND RECEIVE INPUT
C   WRITE(6,4)SYSTYP(ISYSTP)
C   4 FORMAT(/9H INSTALL ,A4,6HSYSTEM//17H FROM, TO, NUMBER/8H XX XX X)
C
C
SYI000010
SYI000020
SYI000030
SYI000040
SYI000050
SYI000060
SYI000070
SYI000080
SYI000090
SYI000100
SYI000110
SYI000120
SYI000130

```

SY100140  
SY100150  
SY100160  
SY100170  
SY100180  
SY100190  
SY100200  
SY100210  
SY100220  
SY100230  
SY100240  
SY100250  
SY100260  
SY100270  
SY100280  
SY100290  
SY100300  
SY100310  
SY100320  
SY100330  
SY100340  
SY100350  
SY100360  
SY100370  
SY100380  
SY100390  
SY100400  
SY100410  
SY100420  
SY100430  
SY100440  
SY100450  
SY100460  
SY100470  
SY100480  
SY100490  
SY100500  
SY100510  
SY100520  
SY100530  
SY100540  
SY100550  
SY100560  
SY100570  
SY100580  
SY100590  
SY100600  
SY100610

```

5 READ(5,5)IFROM,ITO,ISYSNO
  FORMAT(12,13,12)
6 WRITE(6,6)IFROM,ITO,ISYSNO
  FORMAT(213,12)
  GO TO SYSTEM TYPE
  GO TO(1,2,3),ISYSTP

  CBL SYSTEM
  DOES SYSTEM ALREADY EXIST?
1 CALL SYSOP(ICBSYS,ISYSNO,IFROM,ITO,NUM4,10,K,KK,II)
  IF(NUM4-3)7,8,7
  SYSTEM ALREADY EXISTS
7 WRITE(6,9)
9 FORMAT(/22H SYSTEM ALREADY EXISTS)
  GO TO 100
  FIND FIRST CBL SYSTEM UNIT IN ARRAY NOT BEING USED
8 DO 10 I=1,10
  IF(ICBSYS(I))10,11,10
10 CONTINUE
15 WRITE(6,12)SYSTYP(ISYSTP)
12 FORMAT(/25H GAME CANNOT ACCEPT MORE ,A4,7HSYSTEMS)
  GO TO 100
11 ICBSYS(1)=ISYSNO*100000+IFROM*1000+ITO*10+1
13 WRITE(6,14)SYSTYP(ISYSTP),ISYSNO,IFROM,ITO
14 FORMAT(/A5,13HSYSTEM NUMBER,12,10H FROM SITE,13,8H TO SITE,13,
  110H HAS BEEN /29H INSTALLED (NON-OPERATIONAL).)
  GO TO 100

  RR SYSTEM
2 CALL SYSOP(IRRSYS,ISYSNO,IFROM,ITO,NUM4,50,K,KK,II)
  IF(NUM4-3)7,16,7
16 DO 17 I=1,50
  IF(IRRSYS(I))17,18,17
17 CONTINUE
  GO TO 15
18 IRRSYS(1)=ISYSNO*100000+IFROM*1000+ITO*10+1
  GO TO 13

  HF SYSTEM
3 CALL SYSOP(IHFSYS,ISYSNO,IFROM,ITO,NUM4,20,K,KK,II)
  IF(NUM4-3)7,19,7
19 DO 20 I=1,20
  IF(IHFSYS(I))20,21,20
20 CONTINUE
  GO TO 15
21 IHFSYS(1)=ISYSNO*100000+IFROM*1000+ITO*10+1
  GO TO 13

  C

```

```

100 RETURN
END

SUBROUTINE VEHMOV(IVEHTP)
C
C THIS SUBROUTINE PROCESSES THE MOVING AND ARRIVAL OF COMMUNICATIONS
C VEHICLES
C
C DOUBLE PRECISION VEHID,EQUIP
COMMON/C1/LOC SIT(30),IM102(22),IM103(32),IMCC6(17),IV26(21),
1 IIGRC50(140),ITCC7(56),IGRC26(21),IRRSYS(50),IHFSYS(20),ICBSYS(10),
2 IDUM1(30),IGEN(54),LOCHQ(22)
COMMON/C2/VEHID(5),EQUIP(3),SYSTYP(3),STATUS(2),HQ(69)
COMMON/C5/IEVCAL(100),JEVCAL(100),ITIME,IEVCUR
COMMON/C6/IX

C GO TO MOVEMENT OR ARRIVAL SECTION
IF(IVEHTP-5)1,1,2
1 IF(IVEHTP-5)70,60,60
60 WRITE(6,61)
61 FORMAT(/15H MOVE GENERATOR//34H VEH NUMBER, AT SITE, MOVE TO SITE/
19H XX XX XX XX)
GO TO 62
MOVEMENT
PRINT MESSAGE AND RECEIVE INPUT
70 WRITE(6,3)VEHID(IVEHTP)
3 FORMAT(/5H MOVE,A9//34H VEH NUMBER, AT SITE, MOVE TO SITE/
19H XX XX XX XX)
62 READ(5,4)IVEHNO,IFROM,ITO
4 FORMAT(12,2I3)
5 WRITE(6,5)IVEHNO,IFROM,ITO
5 FORMAT(3I3)
C GO TO VEHICLE TYPE
GO TO (6,7,8,9,10),IVEHTP
6 IV=IM103(IVEHNO)
GO TO 11
7 IV=IMCC6(IVEHNO)
GO TO 11
8 IV=IM102(IVEHNO)
GO TO 11
9 IV=IV26(IVEHNO)
GO TO 11
10 IV=IGEN(IVEHNO)
C IS VEHICLE AT SITE?
11 IF((IV-(IV/10000)*10000)/100-IFROM)12,64,12
12 WRITE(6,20)IVEHNO,IFROM

```

20	FORMAT(/15H VEHICLE NUMBER,I3,23H IS NOT LOCATED AT SITE,I3)	VEH000450
	GO TO 100	VEH000460
C	IS VEHICLE OPERATIONAL?	VEH000470
64	IF((IV-(IV/100)*100)/10)13,13,65	VEH000480
65	WRITE(6,66)IVEHNO	VEH000490
56	FORMAT(/15H VEHICLE NUMBER,I3,14H IS DEADLINED,)	VEH000500
	GO TO 100	VEH000510
C	IS VEHICLE IN TRANSIT?	VEH000520
13	IF(IV-(IV/10)*10)14,14,80	VEH000530
80	WRITE(6,21)IVEHNO	VEH000540
21	FORMAT(/15H VEHICLE NUMBER,I3,39H IS IN TRANSIT AND CANNOT RE	VEH000550
	ACTED.)	VEH000560
	GO TO 100	VEH000570
C	DOES TO SITE EXIST?	VEH000580
14	IF(LOCSIT(I TO))15,15,16	VEH000590
15	WRITE(6,22)ITO	VEH000600
22	FORMAT(/12H SITE NUMBER,I3,15H DOES NOT EXIST)	VEH000610
	GO TO 100	VEH000620
C	IS ALL EQUIPMENT FREE?	VEH000630
16	GO TO(23,24,25,26,40),IVEHTP	VEH000640
C	MRC-103	VEH000650
23	IBOT=IVEHNO*3+42	VEH000660
	ITOP=IBOT+2	VEH000670
	DO 28 I=IBOT,ITOP	VEH000680
28	IF((IGRC50(I)-(IGRC50(I)/100000)*100000)/100)29,28,29	VEH000690
	CONTINUE	VEH000700
	GO TO 40	VEH000710
29	WRITE(6,30)VEHID(IVEHTP),IVEHNO	VEH000720
30	FORMAT(/A9,6HNUMBER,I3,30H STILL HAS CONNECTED EQUIPMENT)	VEH000730
	GO TO 100	VEH000740
C	MCC-6	VEH000750
24	IBOT=IVEANO*2+21	VEH000760
	ITOP=IBOT+1	VEH000770
	DO 31 I=IBOT,ITOP	VEH000780
31	IF((ITCC7(I)-(ITCC7(I)/100000)*100000)/100)29,31,29	VEH000790
	CONTINUE	VEH000800
	GO TO 40	VEH000810
C	MRC - 102	VEH000820
25	IBOT=IVEHNO*2-1	VEH000830
	ITOP=IBOT+1	VEH000840
	DO 32 I=IBOT,ITOP	VEH000850
32	IF((IGRC50(I)-(IGRC50(I)/100000)*100000)/100)29,32,29	VEH000860
	CONTINUE	VEH000870
	IF((ITCC7(IVEHNO)-(ITCC7(IVEHNO)/100000)*100000)/100)29,40,29	VEH000880
C	GRC-26	VEH000890
26	IF((IGRC26(IVEHNO)-(IGRC26(IVEHNO)/100000)*100000)/100)29,40,29	VEH000900
C	CALCULATE DISATNCE TO ,TO, SITE (PLUS 25 PERCENT)	VEH000910
40	XDIST=(LOCSIT(IFROM)-(LOCSIT(IFROM)/1000000)*1000000)/1000-	VEH000920



```

1(LOCSIT(ITO)-(LOCSIT(ITO)/1000000)*1000000)/1000
YDIST=(LOCSIT(IFROM)-(LOCSIT(IFROM)/1000)*1000)-(LOCSIT(ITO)-
1(LOCSIT(ITO)/1000)*1000)
IDIST=SQRT(XDIST**2+YDIST**2)*(1.25/10.)
WILLVEHICLE BREAKDOWN?
IF(IV/1000-IDIST)41,41,42
VEHICLE BREAKS DOWN
CALCULATE TIME OF BREAKDOWN (18 KM/HR)
TIME1=(IDIST-IV/1000)*(60./18.)
101 CALL GAUSS(IX,TIME1/3.,TIME1,FAIL)
IF(FAIL)101,102,102
102 IFAIL=FAIL
SCHEDULE BREAKDOWN EVENT
JEVVAL(100)=50000+IVEHTP*1000+IVEHNO
JEVVAL(100)=ITIME+IFAIL
CALL ORDERIT
STORE DISTANCE REMAINING TO DESTINATION AND CHANGE TRANSIT FLAG
IDUM2=IV-(IV/1000)*10000+(IDIST-IV/10000)*10000+1
CHANGE LOCATION
IDUM2=IDUM2-IFROM*100+ITO*100
49 GO TO (43,44,45,46,47),IVEHTP
43 IM103(IVEHNO)=IDUM2
GO TO 48
44 IMCC6(IVEHNO)=IDUM2
GO TO 49
45 IM102(IVEHNO)=IDUM2
GO TO 48
46 IV26(IVEHNO)=IDUM2
GO TO 48
47 IGEN(IVEHNO)=IDUM2
GO TO 48
NO VEHICLE BREAKDOWN - SCHEDULE ARRIVAL EVENT
42 TIME1=IDIST*60./18.
103 CALL GAUSS(IX,TIME1/3.,TIME1,ARRIV)
IF(ARRIV)103,104,104
104 IARRIV=ARRIV
JEVVAL(100)=40000+IVEHTP*1000+IVEHNO
JEVVAL(100)=ITIME+IARRIV
CALL ORDERIT
SUBTRACT DISTANCE TRAVELED FROM NEXT BREAKDOWN DISTANCE AND CHANGE
TRANSIT FLAG
IDUM2=IV-IDIST*10000+1
CHANGE LOCATION
IDUM2=IDUM2-IFROM*100+ITO*100
GO TO 49
PRINT MESSAGE
48 WRITE(6,50)IVEHNO,IFROM,ITO
50 FORMAT(/15H VEHICLE NUMBER,13,14H HAS LEFT SITE,13,26H AND IS PROCVEH01400
VEH00930
VEH00940
VEH00950
VEH00960
VEH00970
VEH00980
VEH00990
VEH01000
VEH01010
VEH01020
VEH01030
VEH01040
VEH01050
VEH01060
VEH01070
VEH01080
VEH01090
VEH01100
VEH01110
VEH01120
VEH01130
VEH01140
VEH01150
VEH01160
VEH01170
VEH01180
VEH01190
VEH01200
VEH01210
VEH01220
VEH01230
VEH01240
VEH01250
VEH01260
VEH01270
VEH01280
VEH01290
VEH01300
VEH01310
VEH01320
VEH01330
VEH01340
VEH01350
VEH01360
VEH01370
VEH01380
VEH01390

```



```

1 LEEDING TO SITE,I3)
GO TO 100
C C C
2 ARRIVAL
IVEHTP=IVEHTP-5
IVEHNO=IEVCUR-(IEVCUR/1000)*1000
CHANGE TRANSIT FLAG AND DETERMINE SITE
GO TO(51,52,53,54,55),IVEHTP
51 IM103(IVEHNO)=IM103(IVEHNO)-1
ISITE=(IM103(IVEHNO)-(IM103(IVEHNO)/10000)*10000)/100
GO TO 56
52 IMCC6(IVEHNO)=IMCC6(IVEHNO)-1
ISITE=(IMCC6(IVEHNO)-(IMCC6(IVEHNO)/10000)*10000)/100
GO TO 56
53 IM102(IVEHNO)=IM102(IVEHNO)-1
ISITE=(IM102(IVEHNO)-(IM102(IVEHNO)/10000)*10000)/100
GO TO 56
54 IV26(IVEHNO)=IV26(IVEHNO)-1
ISITE=(IV26(IVEHNO)-(IV26(IVEHNO)/10000)*10000)/100
GO TO 56
55 IGEN(IVEHNO)=IGEN(IVEHNO)-1
ISITE=(IGEN(IVEHNO)-(IGEN(IVEHNO)/10000)*10000)/100
WRITE(6,63)IVEHNO,ISITE
63 FORMAT(/17H GENERATOR NUMBER,I3,20H HAS ARRIVED AT SITE,I3)
GO TO 100
PRINT MESSAGE
56 WRITE(6,57)VEHID(IVEHTP),IVEHNO,ISITE
57 FORMAT(/A9,6HNUMBER,I3,20H HAS ARRIVED AT SITE,I3)
C C
100 RETURN
END
SUBROUTINE RANDU(IX,IY,YFL)
PURPOSE
COMPUTES UNIFORMLY DISTRIBUTED RANDOM REAL NUMBERS BETWEEN
0 AND 1.0 AND RANDOM INTEGERS BETWEEN ZERO AND
2**31. EACH ENTRY USES AS INPUT AN INTEGER RANDOM NUMBER
AND PRODUCES A NEW INTEGER AND REAL RANDOM NUMBER.
DESCRIPTION OF PARAMETERS
IX - FOR THE FIRST ENTRY THIS MUST CONTAIN ANY ODD INTEGER
NUMBER WITH NINE OR LESS DIGITS, AFTER THE FIRST ENTRY,
IX SHOULD BE THE PREVIOUS VALUE OF IY COMPUTED BY THIS
SUBROUTINE.
IY - A RESULTANT INTEGER RANDOM NUMBER REQUIRED FOR THE NEXT

```

VEH01410  
VEH01420  
VEH01430  
VEH01440  
VEH01450  
VEH01460  
VEH01470  
VEH01480  
VEH01490  
VEH01500  
VEH01510  
VEH01520  
VEH01530  
VEH01540  
VEH01550  
VEH01560  
VEH01570  
VEH01580  
VEH01590  
VEH01600  
VEH01610  
VEH01620  
VEH01630  
VEH01640  
VEH01650  
VEH01660  
VEH01670  
VEH01680  
VEH01690  
VEH01700  
VEH01710  
VEH01720

RAN00010  
RAN00020  
RAN00030  
RAN00040  
RAN00050  
RAN00060  
RAN00070  
RAN00080  
RAN00090  
RAN00100  
RAN00110  
RAN00120  
RAN00130  
RAN00140

RAN00150  
RAN00160  
RAN00170  
RAN00180  
RAN00190  
RAN00200  
RAN00210  
RAN00220  
RAN00230  
RAN00240  
RAN00250  
RAN00260

ENTRY TO THIS SUBROUTINE. THE RANGE OF THIS NUMBER IS  
BETWEEN ZERO AND 2\*\*31  
YFL- THE RESULTANT UNIFORMLY DISTRIBUTED, FLOATING POINT,  
RANDOM NUMBER IN THE RANGE 0 TO 1.0

IV=IX\*65539  
IF(IY) 5,6,6  
5 IV=IY+2147483647+1  
6 YFL=IY  
YFL=YFL\*.4656613E-9  
RETURN  
END

SUBROUTINE GAUSS(IX,S,AM,V)

GAU000010  
GAU000020  
GAU000030  
GAU000040  
GAU000050  
GAU000060  
GAU000070  
GAU000080  
GAU000090  
GAU000100  
GAU000110  
GAU000120  
GAU000130  
GAU000140  
GAU000150  
GAU000160  
GAU000170  
GAU000180  
GAU000190  
GAU000200  
GAU000210  
GAU000220  
GAU000230  
GAU000240  
GAU000250  
GAU000260

PURPOSE  
COMPUTES A NORMALLY DISTRIBUTED RANDOM NUMBER WITH A GIVEN  
MEAN AND STANDARD DEVIATION

DESCRIPTION OF PARAMETERS  
IX - IX MUST CONTAIN AN ODD INTEGER NUMBER WITH NINE OR  
LESS DIGITS ON THE FIRST ENTRY TO GAUSS. THEREAFTER  
IT WILL CONTAIN A UNIFORMLY DISTRIBUTED INTEGER RANDOM  
NUMBER GENERATED BY THE SUBROUTINE FOR USE ON THE NEXT  
ENTRY TO THE SUBROUTINE.  
S - THE DESIRED STANDARD DEVIATION OF THE NORMAL  
DISTRIBUTION.  
AM - THE DESIRED MEAN OF THE NORMAL DISTRIBUTION  
V - THE VALUE OF THE COMPUTED NORMAL RANDOM VARIABLE

A=0.0  
DO 50 I=1,12  
CALL RANDU(IX,IY,Y)  
IX=IY  
50 A=A+Y  
V=(A-6.0)\*S+AM  
RETURN  
END

SUBROUTINE ORDERT

ORD000010  
ORD000020  
ORD000030  
ORD000040  
ORD000050  
ORD000060

THIS SUBROUTINE ORDERS THE EVENTS IN THE FUTURE EVENTS TABLE  
BY TIME

COMMON/C5/IEVVAL(100),JEVVAL(100),ITIME,IEVCUR

```

C      C
C      DETERMINE NUMBER OF EVENTS IN TABLE
DO 1 J=1,100
  IF(IEVCAL(J))2,2,1
1 CONTINUE
2  IF(IEVCAL(100))3,3,4
4  IEVCAL(J)=IEVCAL(100)
  IEVCAL(J)=JEVCAL(100)
  IEVCAL(100)=0
  GO TO 5
3  J=J-1
5  SET INDEX OF ENTRY IN TABLE, DEFINE DUMMIES, AND BEGIN MAIN LOOP
  IBOT=1
  ITOP=J-1
  DO 8 K=1,ITOP
    IBOT=IBOT+1
    IDUM=IEVCAL(IBOT-1)
    JDUM=JEVCAL(IBOT-1)
    CHECK EACH REMAINING ENTRY IN ARRAY AND REPLACE DUMMY IF ENTRY
    IS SMALLER
    DO 9 I=IBOT,J
      IF(JEVCAL(I).GE.JDUM)GO TO 9
      JEVCAL(IBOT-1)=JEVCAL(I)
      IEVCAL(IBOT-1)=IEVCAL(I)
      JEVCAL(I)=JDUM
      IEVCAL(I)=IDUM
      JDUM=JEVCAL(IBOT-1)
      IDUM=IEVCAL(IBOT-1)
    CONTINUE
9  CONTINUE
  RETURN
  END
C      C
C      SUBROUTINE TIME(ITIME,IDAY)
C      THIS SUBROUTINE CONVERTS TIME IN SECONDS WHICH IS USED INTERNALLY
C      TO TIME IN DAYS, HOURS, AND MINUTES FOR PLAYER USE
C      I HOUR=0
      IF(ITIME.LT.IDAY*1440)GO TO 6
      IDAY=IDAY+1
      I MIN=ITIME-(IDAY-1)*1440
6      IF(I MIN.LT.(IHOUR+1)*60)GO TO 8
9      IHOUR=IHOUR+1
      GO TO 9

```

```

ORD000070
ORD000080
ORD000090
ORD000100
ORD000110
ORD000120
ORD000130
ORD000140
ORD000150
ORD000160
ORD000170
ORD000180
ORD000190
ORD000200
ORD000210
ORD000220
ORD000230
ORD000240
ORD000250
ORD000260
ORD000270
ORD000280
ORD000290
ORD000300
ORD000310
ORD000320
ORD000330
ORD000340
ORD000350
ORD000360
ORD000370
ORD000380
ORD000390
ORD000400

```

```

8 IMIN=IMIN-1HOUR*60
  IMIN1=IMIN/10
  IMIN2=IMIN-(IMIN/10)*10
  IHOUR1=IHOUR/10
  IHOUR2=IHOUR-(IHOUR/10)*10
  WRITE DAY AND TIME
  WRITE(6,10)IDAY,IHOUR1,IHOUR2,IMIN1,IMIN2
10 FORMAT(/,10X,13,4X,4I1)
C
C RETURN
C END

BLOCK DATA
THIS SUBROUTINE INITIALIZES ARRAYS
DOUBLE PRECISION VEHID,EQUIP
COMMON/C1/LOCSIT(30),IM102(22),IM103(32),IMCC6(17),IV26(21),ICBSYS(10),
1IGRC50(140),ITCC7(56),IGRC26(21),IRRSYS(50),IHFSYS(20),ICBSYS(10),
1IDUM1(30),IGEN(54),LOCHQ(22)
COMMON/C2/VEHID(5),EQUIP(3),SYSTYP(3),STATUS(2),HQ(69)
COMMON/C3/IEVCAL(100),ITIME,IEVCUR
COMMON/C4/IG50FL(140),IT7FL(56),IG26FL(21),IGENFL(54),ISITFL(30)
REAL*8 VEHID/'MRC-103',MCC-6,'MRC-102','GRC-26','YES',
1/EQUIP/'GRC-50',TCC-7,'GRC-26',STATUS#4/'YES',
2/ND/'SYSTYP#4/'CBL,'CORP',S,AR,TY,'HQ#4/'CORP,'S,MA,'IN',
3/CORP,'S,AL,'T,'CORP,'S,AR,TY,'HQ#4/'CORP,'S,MA,'IN',
4/21D,'IV A,'LT,'52D,'IV A,'LT,'52D,'IV A,'LT',
5/53D,'IV A,'LT,'53D,'IV A,'LT,'25D,'IV A,'LT',
6/ARM,'CAV,'REG,'312,'MECH,'BDE,'101,'AVN,'REG',
7/61A,'RTY,'GP,'62A,'RTY,'GP,'63A,'RTY,'GP',
8/TGT,'ACQ,'BN,'SGT,'MSL,'BN,'710,'AASC',
9/MON,'715,'AASC,'51E,'NG B,'DE,'64A,'RTY,'GP',
A/RELA,'Y SI,'TE',
1/INTEG,LOCSIT/30*0/,IM102/22*0/,IM103/32*0/,IMCC6/17*0/,
1IV26/21*0/,IRRSYS/50*0/,IHFSYS/20*0/,ICBSYS/10*0/,IGEN/54*0/,
2,LOCHQ/284501,645591,459460,729661,736608,765517,811472,696374,
38253351,3523392,868354,271470,600411,721702,784555,834402,595513,
4274658,520730,492460,437389,837455/,IEVCAL/100*0/,JEVCAL/100*0/,
5,IG50FL/140*0/,IT7FL/56*0/,IG26FL/21*0/,IGENFL/54*0/,ISITFL/30*0/
C
C END

```



## SAMPLE TERMINAL PRINTOUT

The following pages provide an illustration of the general format of the printout at the remote terminal. The sample game segment shown used punched cards for input with the master and generator tables printed offline.



INPUT GAMEWORD

XX  
11

INPUT ODD RANDUM NUMBER

XXXXXX  
111111

INPUT IS ENTERED BY CARDS

COMPLETE SYSTEM AND GENERATOR TABLES ARE PRINTED BY HIGH SPEED PRINTER

EQUIPMENT FAILURE

AN/GRC-50 RADIO IN MRC-103 NUMBER 19 LOCATED AT CORPS ARTY (SITE 3)  
FAILED. RADIO WAS OPERATING ON SYSTEM NUMBER 1 FROM CORPS ARTY (SITE 3)  
TO 61 ARTY GP (SITE 14)

ESTIMATED REPAIR TIME IS 1 HOURS 7 MIN.

DAY 1 0002

ENTER DECISION

XXX  
201  
201

REMOVE GRC-50 FROM SYSTEM

SITE NO, SYSTEM NO, TO SITE

XX X XX  
3 1 14

3 1 14

GRC-50 IN MRC-103 NUMBER 19 AT SITE 3 HAS BEEN REMOVED FROM RR  
SYSTEM NUMBER 1 FROM SITE 3 TO SITE 14.

DAY 1 0002

ENTER DECISION

XXX

301

301

INSTALL GRC-50 ON SYSTEM

SITE NO, VEH TYPE (1=MRC-103, 2=MRC-102), VEH NO, SYSTEM NO, TO SITE

XX X XX X XX

3 1 24 1 14

3 1 24 1 14

INSTALLATION OF GRC-50 IN MRC-103 NO 24 LOCATED AT SITE 3  
HAS BEGUN. RR SYSTEM IS FROM SITE 3 TO SITE 14.

DAY 1 0002

ENTER DECISION

XXX

000

0

INSTALLATION OF GRC-50 IN MRC-103 NUMBER 24 AT SITE 3 ON RR SYSTEM NO 1  
FROM SITE 14 TO SITE 3 HAS BEEN COMPLETED

RADIO RELAY SYSTEM NUMBER 1 FROM SITE 3 TO SITE 14 IS NOW OPERATING.

DAY 1 0015

ENTER DECISION

XXX

000

0

DAY 1 0045

ENTER DECISION

XXX

000

0

DAY 1 0115

ENTER DECISION

XXX

000

EQUIPMENT REPAIR  
AN/GRC-50 RADIO IN MRC-103 NUMBER 19 LOCATED AT CORPS ARTY (SITE 3)  
HAS BEEN REPAIRED.

DAY 1 0133

ENTER DECISION

XXX  
402  
402

DISCONTINUE RR SYSTEM

FROM,TO, NUM

XX XX X  
1 2 1  
1 2 1

GRC-50 IN MRC-103 NUMBER 5 AT SITE 1 HAS BEEN REMOVED FROM RR  
SYSTEM NUMBER 1 FROM SITE 1 TO SITE 2.

GRC-50 IN MRC-103 NUMBER 11 AT SITE 2 HAS BEEN REMOVED FROM RR  
SYSTEM NUMBER 1 FROM SITE 1 TO SITE 2.

TCC-7 IN MCC-6 NUMBER 5 AT SITE 1 HAS BEEN REMOVED FROM RR  
SYSTEM NUMBER 1 FROM SITE 1 TO SITE 2.

TCC-7 IN MCC-6 NUMBER 9 AT SITE 2 HAS BEEN REMOVED FROM RR  
SYSTEM NUMBER 1 FROM SITE 1 TO SITE 2.

RR SYSTEM NUMBER 1 FROM SITE 1 TO SITE 2 HAS BEEN REMOVED.

DAY 1 0133

ENTER DECISION

XXX

000

0

DAY 1 0203

ENTER DECISION

XXX

000

0

DAY 1 0233

ENTER DECISION

XXX

000

0

EQUIPMENT FAILURE

GENERATOR NUMBER 8 LOCATED AT CORPS MAIN (SITE 1) FAILED.



ESTIMATED REPAIR TIME IS 7 HOURS 55 MIN.

DAY 1 0243

ENTER DECISION

XXX  
000  
0

DAY 1 0313

ENTER DECISION

XXX  
000  
0

EQUIPMENT FAILURE

AN/GRC-50 RADIO IN MRC-103 NUMBER 1 LOCATED AT CORPS MAIN (SITE 1)  
FAILED. RADIO WAS OPERATING ON SYSTEM NUMBER 1 FROM CORPS MAIN (SITE 1)  
TO RELAY SITE (SITE 23)

ESTIMATED REPAIR TIME IS 5 HOURS 28 MIN.

DAY 1 0340

ENTER DECISION

XXX  
101

SITE LOCATION		VEHICLES		SYSTEMS		DEADLINED EQUIP	
*****	*****	*****	*****	*****	*****	*****	*****
1	284501	TYPE	NUM OPER	FROM	TO	NUM TYPE	OPER
*****	*****	*****	*****	*****	*****	*****	*****
CORPS MAIN							
		MRC-103	1 YES	1	23	1 RR	NO
							GRC-50
		MRC-103	2 YES	1	23	2 RR	YES
		MRC-103	3 YES	1	23	3 RR	YES
		MRC-103	4 YES	1	23	4 RR	YES
		MRC-103	5 YES	1	24	1 RR	YES
		MRC-103	6 YES	1	24	2 RR	YES
		MRC-103	7 YES	1	10	1 RR	YES
		MRC-103	8 YES	1	10	2 RR	YES
		MRC-103	9 YES	1	2	2 RR	YES
		MRC-103	10 YES	1	3	1 RR	YES
		MCC-6	1 YES	1	3	2 RR	YES
		MCC-6	2 YES	1	13	1 RR	YES
		MCC-6	3 YES	1	23	1 RR	NO
		MCC-6	4 YES	1	23	2 RR	YES
		MCC-6	5 YES	1	23	3 RR	YES
		MCC-6	6 YES	1	23	4 RR	YES
		MCC-6	7 YES	1	24	1 RR	YES
		MCC-6	8 YES	1	24	2 RR	YES
		MCC-6	9 YES	1	24	3 RR	YES
		MCC-6	10 YES	1	10	1 RR	YES

* MCC-6	5	YES	*	1	10	2	RR	YES	*
* MCC-6	6	YES	*	1	2	2	RR	YES	*
*			*	1	3	1	RR	YES	*
* MCC-6	7	YES	*	1	3	2	RR	YES	*
*			*	1	13	1	RR	YES	*
* MCC-6	8	YES	*						*
* MRC-102	1	YES	*						*

DAY 1 0340

ENTER DECISION

XXX

601

601

MOVE MRC-103

VEH NUMBER, AT SITE, MOVE TO SITE

XX XX XX

9 1 23

9 1 23

VEHICLE NUMBER 9 HAS LEFT SITE 1 AND IS PROCEEDING TO SITE 23

DAY 1 0340

ENTER DECISION

XXX

000

0

DAY 1 0410

ENTER DECISION

XXX

000

0

DAY 1 0440

ENTER DECISION

XXX

000

0

MRC-103 NUMBER 9 HAS ARRIVED AT SITE 23

DAY 1 0503

ENTER DECISION

XXX

000

0

EQUIPMENT FAILURE

AN/TCC-7 MULTIPLEX IN MCC-6 NUMBER 10 LOCATED AT CORPS ALT (SITE 2)

FAILED. MULTIPLEX WAS OPERATING ON RR SYSTEM NUMBER 1 FROM CORPS ALT (SITE 2)  
TO 21 DIV ALT (SITE 5)

ESTIMATED REPAIR TIME IS 1 HOURS 36 MIN.

DAY 1 0516  
ENTER DECISION  
XXX  
202  
202

REMOVE TCC-7 FROM SYSTEM  
SITE NO, SYSTEM NO, TO SITE, SYSTEM TYPE (1 = CBL, 2 = RR)  
XX X XX X  
2 1 5 2  
2 1 5 2

TCC-7 IN MCC-6 NUMBER 10 AT SITE 2 HAS BEEN REMOVED FROM RR  
SYSTEM NUMBER 1 FROM SITE 2 TO SITE 5.

DAY 1 0516  
ENTER DECISION  
XXX  
302  
302

INSTALL TCC-7 ON SYSTEM

SITE NO, VEH TYPE (1=MRC-102, 2=MCC-6), VEH NO, SYSTEM NO, TO SITE, SYS TYPE (1=CBL, 2=RR)



XX X XX X XX X  
2 2 12 1 5 2  
2 2 12 1 5 2

INSTALLATION OF TCC-7 IN MCC-6 NO 12 LOCATED AT SITE 2  
HAS BEGUN. RR SYSTEM IS FROM SITE 2 TO SITE 5.

DAY 1 0516

ENTER DECISION

XXX  
000  
0

165

INSTALLATION OF TCC-7 IN MCC-6 NUMBER 12 AT SITE 2 ON RR SYSTEM NO 1  
FROM SITE 5 TO SITE 2 HAS BEEN COMPLETED

RR SYSTEM NUMBER 1 FROM SITE 2 TO SITE 5 IS NOW OPERATING.

DAY 1 0530

ENTER DECISION

XXX  
000  
0

EQUIPMENT FAILURE

AN/TCC-7 MULTIPLEX IN MRC-102 NUMBER 21 LOCATED AT SGT MSL BN (SITE 18)

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(Security classification of title, body of abstract and indexing annotation must be entered when the overall report is classified)

1. ORIGINATING ACTIVITY (Corporate author) Naval Postgraduate School Monterey, California 93940		2a. REPORT SECURITY CLASSIFICATION Unclassified	
		2b. GROUP	
3. REPORT TITLE A Computer Assisted Game for Training Army Corps Communicators			
4. DESCRIPTIVE NOTES (Type of report and, inclusive dates) Master's Thesis; April 1970			
5. AUTHOR(S) (First name, middle initial, last name) Alexander Joseph Fox			
6. REPORT DATE April 1970		7a. TOTAL NO. OF PAGES 166	7b. NO. OF REFS 8
8a. CONTRACT OR GRANT NO.		9a. ORIGINATOR'S REPORT NUMBER(S)	
b. PROJECT NO.			
c.		9b. OTHER REPORT NO(S) (Any other numbers that may be assigned this report)	
d.			
10. DISTRIBUTION STATEMENT This document has been approved for public release and sale, its distribution is unlimited.			
11. SUPPLEMENTARY NOTES		12. SPONSORING MILITARY ACTIVITY Naval Postgraduate School Monterey, California 93940	
13. ABSTRACT <p>This thesis presents a computer assisted game, based on a current map board exercise at the U. S. Army Signal Center and School, designed to train army officers in the capabilities, organization, and deployment techniques of the Corps Signal Battalion. A team of players using the game direct a simulated signal battalion in a European tactical environment experiencing equipment failures, vehicle failures, and site attacks. The decisions made by the players are similar to those in combat and are entered by means of a remote computer terminal. These decisions include installing and deleting communications systems, connecting and disconnecting equipment, moving vehicles, and establishing communications sites. The computer, acting in the roles of battalion communications personnel, nature, and the enemy, informs the players of its actions by means of the same terminal.</p>			









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Thesis

F664 Fox

c.1

A computer assisted  
game for training  
Army Corps. communi-  
cators.

Thesis

120207

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c.1

A computer assisted  
game for training  
Army Corps. communi-  
cators.

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